Pioneer

DJ调音台
DJ MIXER

DJM-700-S
DJM-700-K

使用说明书
Operating Instructions

感谢惠顾先锋产品。
请通读使用说明以了解本机型的正确操作方法。通读完毕之后，请妥善保存，以备日后参考。
在某些国家或地区，电源插头与电源插座的形状也许会与说明图纸中所示的不同。但本机的连接与操作方法在所有地方都是相同的。

重要

等边三角形内带有箭头的闪电符号旨在引起用户警惕，因本产品机壳内有无绝缘“危险电压”，可能很大程度造成触电的危险。

注　意
有触电危险请勿打开

注意
为避免触电危险，请勿拆卸盖子（或背面板）。机内没有可供用户自行修理的零部件。维修事宜交由有资格的维修人员进行。

等边三角形内的感叹号旨在提醒用户注意本机附带的资料中有关操作和维护（修理）的重要说明。

D3-4-2-1-1_ChK

警告
D3-4-2-1-3_A_ChK

本装置不具备防水性。为防止火灾或触电事故，请勿将任何装满液体的容器（如花瓶或花盆）安放在本装置附近，或将其暴露于滴水、飞溅、雨或湿气之中。

警告

在第一次插入电源之前，请仔细阅读下一节说明。

可使用电源的电压依国家或地区而异。确保使用本装置地区的电源电压符合侧面板上记载的所需电压（如230 V 或120 V）。

D3-4-2-1-4_A_ChK

通风注意

在安装本装置时，确保在本装置四周留下足够的通风用空间，以便改善通风散热（背面5 cm和左右侧面3 cm的空间）。

警告

机壳上备有的细缝和开口用于通风，以便确保本产品可靠的动作，以及防止过热。为防止火灾事故，切勿用物件（如报纸、桌布、幕帘等）堵住或盖住这些开口，或在厚地毯或床上操作本装置。

D3-4-2-1-7b_B_ChK

警告

为防止火灾事故，请勿将任何明火源（如点燃的蜡烛等）安放在本装置上。

D3-4-2-1-7a_A_ChK

工作环境

工作环境的温度和湿度：
＋5 ℃至＋35 ℃；小于85 %RH（冷却口未堵塞）
请勿将本装置安装在通风不良的场所，或暴露于高湿或太阳直射的场所。

D3-4-2-1-7c_A_ChK

如果本装置的AC插头与希望使用的AC电源插座不符合，则本插头必须拆下并换上合适的。本装置电源线上AC插头的更换和安装只能由领有许可证的维修人员来进行。如果断线的插头连接到AC电源插座，可能会造成严重的触电危险。拆卸后必须予以妥善处理。
拟长时间（如假期等）不使用时，本装置必须通过从墙壁插座拔除主电源插头来断开电源。

D3-4-2-2-1a_A_ChK

注意

D3-4-2-2-2a_A_ChK

本装置的POWER开关不会完全断开来自AC电源插座的全部电力。由于电源线对本装置起主断开器件的作用，将需要从AC电源插座拔除电源线来断开全部电力。因此，确保本装置安装成在发生事故时能够容易从AC电源插座拔除电源线。为了避免火灾事故，拟长时间（如假期等）不使用时，电源线也应从AC电源插座拔除。

电源线注意事项

请手持插头部分挪动电源线。拔下插头时勿拉拽电源线，且勿用湿手去碰电源线，因为这样可能会导致短路或电击。勿将本装置、家具或其他物件压在电源线上，或以其他方式挤压电源线。切勿将电源线打结或和其他的线绑缚。电源线的布线应防止被人踩在上面。电源线受损可能会导致火灾，或造成人员触电。经常检查电源线。如果您发现电源线受损，请就近至先锋公司授权维修中心或销售商进行更换。

S002_ChK

此标志适用于在中国销售的电子信息产品，依据 2006 年 2 月 28 日公布的《电子信息产品污染控制管理办法》以及 SJ/T11364-2006《电子信息产品污染控制标识要求》，表示该产品在使用完结后可再利用。数字表示的是环境保护使用期限，只要遵守与本产品有关的安全和使用上的注意事项，从制造日算起在数字所表示的年限内，产品不会产生环境污染和对人体、财产的影响。

产品适当使用后报废的方法请遵从电子信息产品的回收、再利用相关法令。详细请咨询各级政府主管部门。

产品中所含有毒有害物质或元素的名称及含量

部件名称（大体分类）	有毒有害物质或元素					
	铅 (Pb)	水银 (Hg)	镉 (Cd)	六价铬 (CrVI)	多溴联苯 (PBB)	多溴二苯醚 (PBDE)
实装基板 / 电气部件	×	○	○	○	○	○
机体 / 外装	×	○	○	○	○	○
缆线类	○	○	○	○	○	○

备注
○：表示该有毒有害物质在该部件所有均质材料中的含量均在 SJ/T11363-2006 标准规定的限量要求以下。
×：表示该有毒有害物质至少在该部件的某一均质材料中的含量超出 SJ/T11363-2006 标准规定的限量要求。
因为在当代技术下还没有可替代的物质。

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确认附件

使用说明书 1

有关操作的注意事项

位置

请将本机安装在通风良好的位置，使其不处于高温潮湿条件下。

- 请勿将本机安装在将其置于直射阳光之下或靠近火炉或电热器的位置。过热可能会使机壳与内部元件受到不利影响。将本机安装在潮湿或多尘的环境中也可能会导致功能失常或意外事故。（请避免安装在炊具附近，否则本机可能会受到油烟、蒸汽或热气的影响。）
- 在提箱或 DJ 棚中使用本机时，请将其与墙面或其他设备分开，以改善散热效果。

清洁本机

- 请使用抛光布擦去灰尘与污垢。
- 如果表面很脏，则请将软布用五或六倍水稀释的中性清洁剂浸透，充分拧干后进行擦拭，然后再用干布擦拭。请勿使用家具蜡或清洁剂。
- 切勿在本机上或其附近使用稀释剂、苯、杀虫剂或其他化学用品，否则它们将腐蚀机器表面。

特征

设计可产生高音质

模拟信号通过最短的线路传输，并通过一个 24 位高品质 A/D 转换器按 96 kHz 取样频率转换为数字格式。因此，信号将以最佳状态传送到数字混音台。通过与 32 位 DSP 进行混音，它完全避免了任何失真；同时还采用理想的滤波电平，以便为 DJ 播放产生最佳音效。

这些特征部件都包含在高度坚固的机壳内，配备有高输出功率部件以及其它具有 DJM-1000 高保真性能的特征部件，从而确保了极度清晰和强劲的会所音效。

手动滤波器

本机独有手动效应器，可进行更多的直觉效果设置，从而扩展了 DJ 播放的潜在范围。此外，通过结合 “节拍效果”，可以产生更宽广的效果范围，从而允许数量庞大的各种再混音和 DJ 播放。

节拍效果

本机延续了 DJM-600 上大受欢迎的 “节拍效果”。各种效果可与 BPM （每分钟拍数）计数结合应用，从而产生各种音效。配备有一系列的特殊音效，包括 delay、 echo、 trans、 filter、 flanger、 phaser、 reverb、 robot、 crush、 roll、 reverse roll、 uproll 和 downroll。

本机独有 “音效频率滤波器”，允许用户限制受音效影响或不受音效影响的频率波段。与传统的适用于整个频率范围的效应器相比，它提高了声音的表达程度。

数字输出端

数字输出接口支持 96 kHz/24 位格式与 48 kHz/24 位格式取样频率，这使本机便于在录音棚切分曲目，或者在需要高保真声音等其他场合时使用。（只支持线性 PCM。）

MIDI 输出

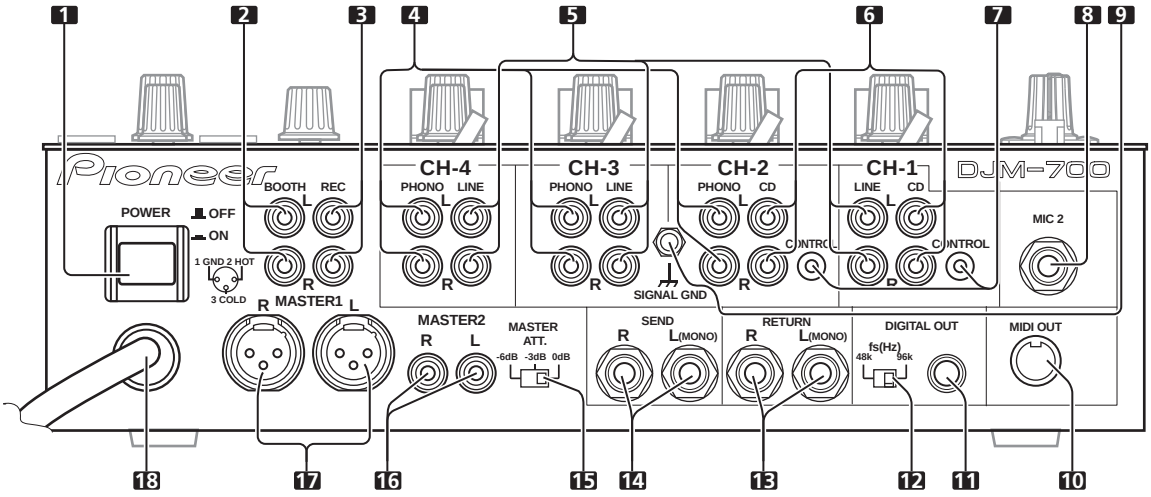
DJM-700 的几乎所有旋钮与开关信息都可用 MIDI 信号格式输出，从而让支持 MIDI 的组件可通过 MIDI 控制。

其他功能

- 可使用一根控制电缆将本机连接至先锋 DJ CD 播放机，从而让播放可与音量控制器的操作相链接 （“音量控制器开始播放”）。
- 内置“3 频带均衡器”在各带宽支持 +6 dB 至 –26 dB 范围之内的电平控制。
- “交叉音量控制器分配”功能让各通道的输入可灵活分配给交叉音量控制器。
- “插话”功能在麦克风输入时自动降低曲目的音量。
- “音量控制器曲线调整”功能可进行交叉音量控制器与通道音量控制器曲线的变更。

连接

连接面板



1 POWER 开关

2 DJ 棚监控器输出接口

RCA 型 DJ 棚监控器输出插孔。

无论 **MASTER LEVEL** 旋钮的位置如何，该接口的声音电平都可由 **BOOTH MONITOR LEVEL** 旋钮单独控制。

3 录音输出接口 (REC)

用于录音的 RCA 类型输出接口。

4 PHONO 输入接口

RCA 类型 phono 电平 （MM 唱头）输入接口。

请勿用于输入线路电平信号。

5 LINE 输入接口

RCA 类型线路电平输入接口。

用于连接卡式录音机或其他线路电平输出组件。

6 CD 输入接口

RCA 类型线路电平输入接口。

用于连接 DJ CD 播放机或其他线路电平输出组件。

7 CONTROL 接口

Ø3.5 mm 微型接口。用于连接先锋 DJ CD 播放机的控制接口。

如果已连接该接口，则 DJM-700 的音量控制器可用于执行 DJ CD 播放机的开始 / 停止操作。

8 两个麦克风输入插孔 (MIC 2)

连接带有耳机类型插头的麦克风。

9 信号接地端子 (SIGNAL GND)

连接至模拟唱片机时降低噪音。

10 MIDI OUT 接口

DIN 类型输出接口。

用于连接其他 MIDI 组件 （请参阅第 21 页）。

11 DIGITAL OUT 接口

RCA 类型数字同轴输出接口。

主音频数字输出端。

12 取样频率选择器开关 (fs 48 k/96 k)

用于将数字输出的取样频率设为 96 kHz/24 位格式或 48 kHz/24 位格式。

- 在改变本开关的位置之前，将电源关掉。

13 RETURN 接口

Ø6.3 mm 耳机类型输入接口。

用于连接外部效果器或类似组件的输出接口。

在只连接 L 声道时，L 声道输入同时将输入 R 声道。

14 SEND 输出接口

Ø6.3 mm 耳机类型输出接口。

用于连接外部效果器或其他类似组件的输入接口。

在只连接 L 声道时，将输出 L+R 单声道信号。

15 主输出衰减器开关 (MASTER ATT)

用于衰减主 1 与主 2 输出的电平。

衰减可被设定为 0 dB、–3 dB 或 –6 dB。

16 MASTER 2 输出接口

RCA 类型不平衡输出端。

17 MASTER 1 输出接口

XLR 类型 （公）平衡输出端。

- 当使用带 RCA 型插头的电源线时，建议不使用 XLR/RCA 转换插头，而是将插头直接连接至 **MASTER 2** 接头。

18 电源线

连接至普通 AC 插座。

在进行或改变连接时，请务必关闭电源开关并将电源线从其电源插座拔下。

连接输入端

先锋 DJ CD 播放机

DJ 型 CD 播放机的音频输出接口可以连接至 DJM-700 的 **CD** 输入接口 （通道 1 或 2），或 **LINE** 输入接口 （通道 1）。

把控制线连接至 **CONTROL** 插孔，并把输入选择开关设定为 [**CD**] 或 [**LINE**]。

模拟唱片机

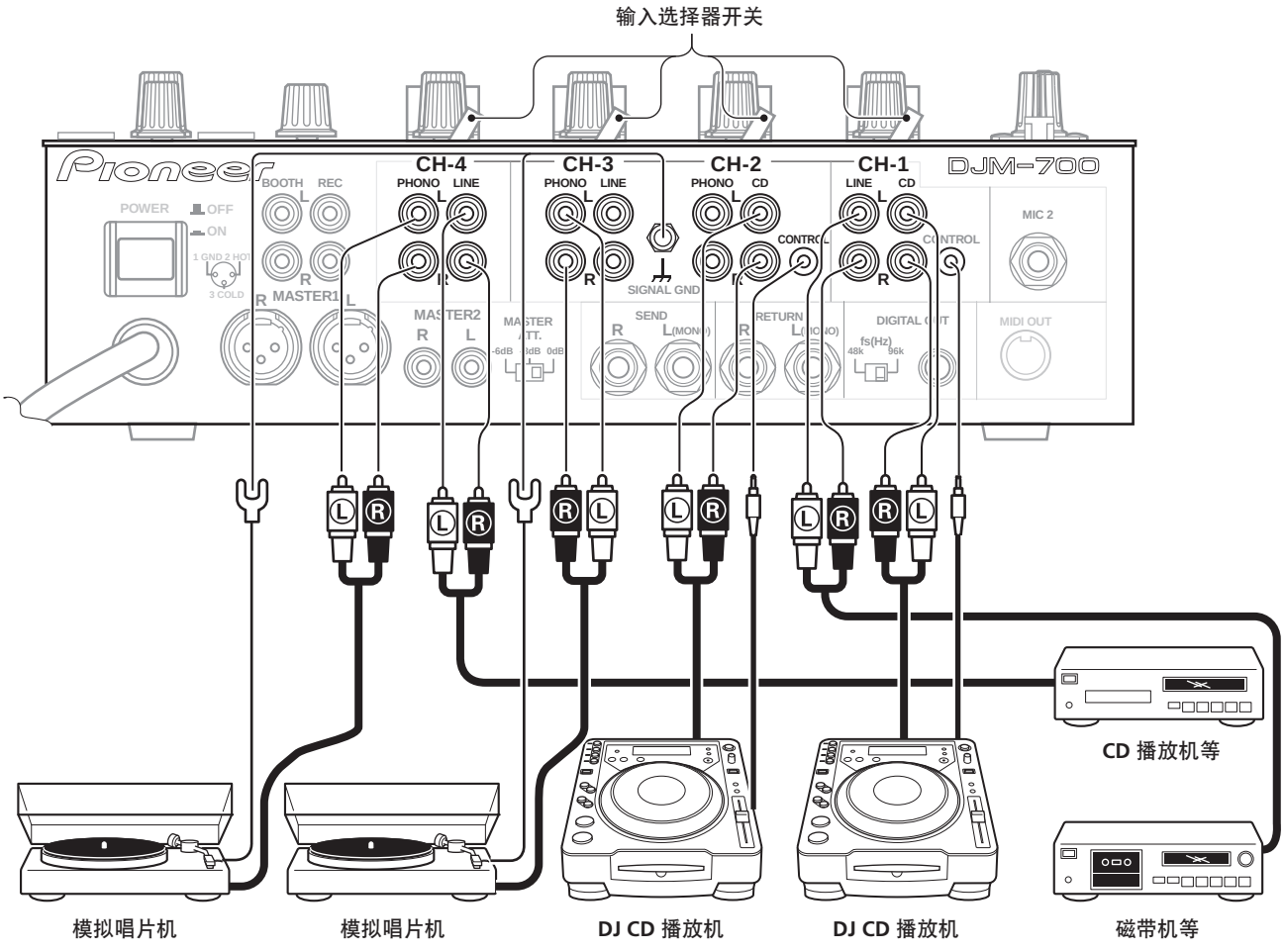
要连接模拟唱片机时，请将唱片机的音频输出电缆连接至通道 2 至 4**PHONO** 输入接口其中一个。请将相应通道的输入选择器开关设在 [**PHONO**] 位置。 DJM-700 的 **PHONO** 输入端支持 MM 唱头。

把地线从模拟唱片机连接至 DJM-700 的 **SIGNAL GND** 端子。

- 请注意，通道 1 未配备 **PHONO** 输入接口。

连接其他线路电平输出设备

要使用磁带机或普通 CD 播放机时，将其音频输出接口连接至 DJM-700 的一个 **LINE** 输入接口 （通道 1、 3 或 4）或 **CD** 输入接口 （通道 1 或 2），并把输入选择开关设为 [**LINE**]。



连接外部效果器、输出接口

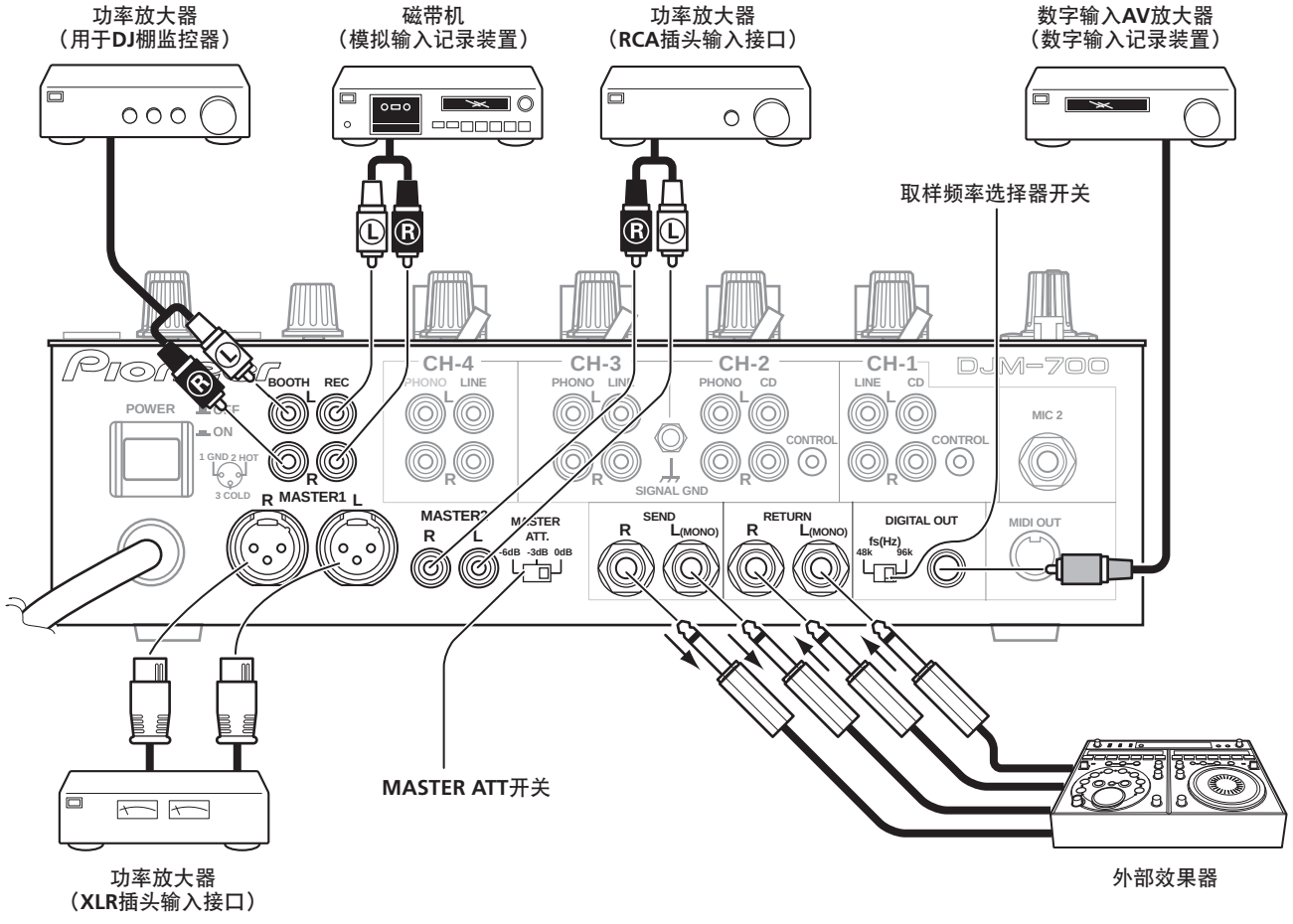
主输出
本机提供平衡输出 **MASTER 1**（支持 XLR 插头）与不平衡输出 **MASTER 2**（支持 RCA 插头）。
请使用 **MASTER ATT** 开关调节输出电平，使其与所用功率放大器的输入灵敏度相匹配。
如果操作面板的 **MONO/STEREO** 开关设在 [**MONO**] 位置，则主输出将是 L+R 声道的单声道组合。

DJ 棚监控器输出
不平衡输出支持 RCA 型插头。该输出的声音音量通过 **BOOTH MONITOR LEVEL** 旋钮控制，不受主输出电平设定的影响。

录音输出端
这些是用于录音的输出接口，它们支持 RCA 插头。

数字输出端
这是同轴数字输出接口，它支持 RCA 插头。取样频率可设为 96 kHz/24 位格式或 48 kHz/24 位格式，以与所连接设备相匹配。
- 在改变本开关的位置之前，将电源关掉。

外部效果器
请使用带 Ø6.3 mm 耳机插头的电缆将 DJ 调音台的 **SEND** 接口连接至效果器的输入接口。
在使用配备单声道输入端的效果器时，请只连接 DJ 调音台的 L 声道输出端。这样，混合后的 L+R 音频信号将发送至效果器。同样，请使用带 Ø6.3 mm 耳机插头的电缆将 DJ 调音台的 **RETURN** 接口连接至效果器的输出接口。
如果效果器只有单声道输出端，则请只连接 DJ 调音台的 L 声道输入端。效果器的信号将同时输入 L 与 R 声道。
在使用外部效果器时，请将效果选择器设在 [**SND/RTN**] 位置。



关于 MIDI 接口

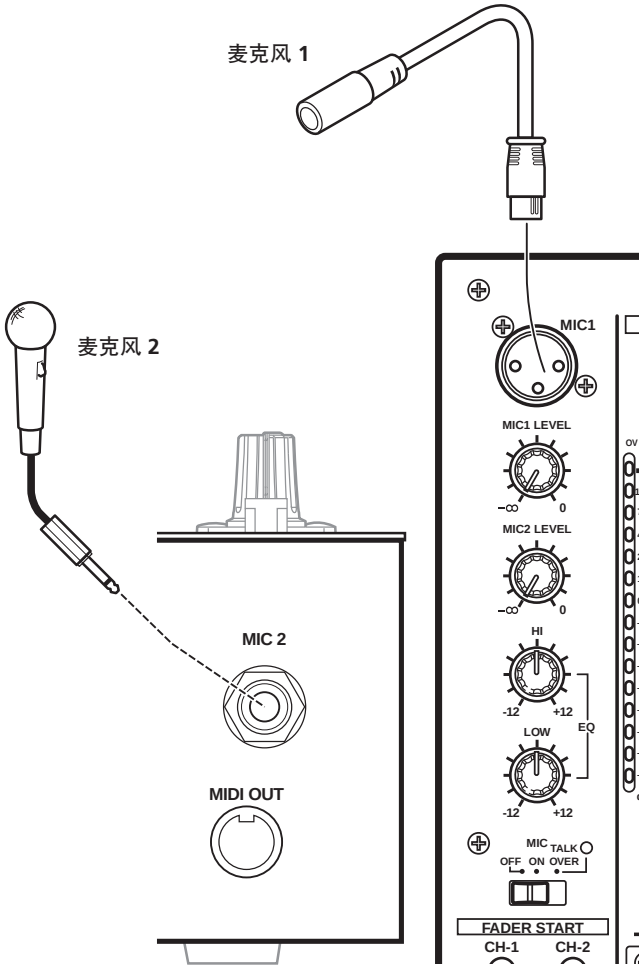
有关 MIDI 接口的功能，请参阅第 21 页。

连接麦克风与耳机

麦克风

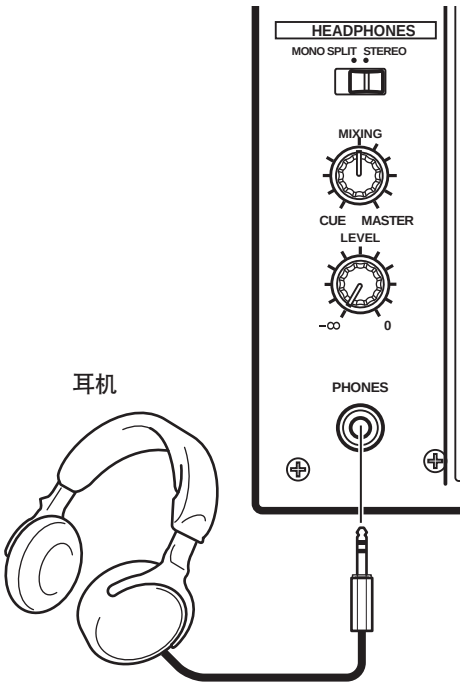
配备 XLR 型插头的麦克风可以连接至操作面板 （上）的 **MIC 1** 接口。
连接面板上的 **MIC 2** 插孔可用于连接带 Ø6.3 mm 耳机插头的麦克风。

- 使用麦克风时，将操作面板的 **MIC** 开关设在［**ON**］或［**TALK OVER**］位置，然后视需调节 **LEVEL** 旋钮。
  不使用麦克风时，建议将 **MIC** 开关设在［**OFF**］位置并将 **LEVEL** 旋钮逆时针方向旋转至［–∞］侧尽头位置。



耳机

操作面板表面的 **PHONES** 插孔可用于连接带 Ø6.3 mm 立体声耳机插头的耳机。



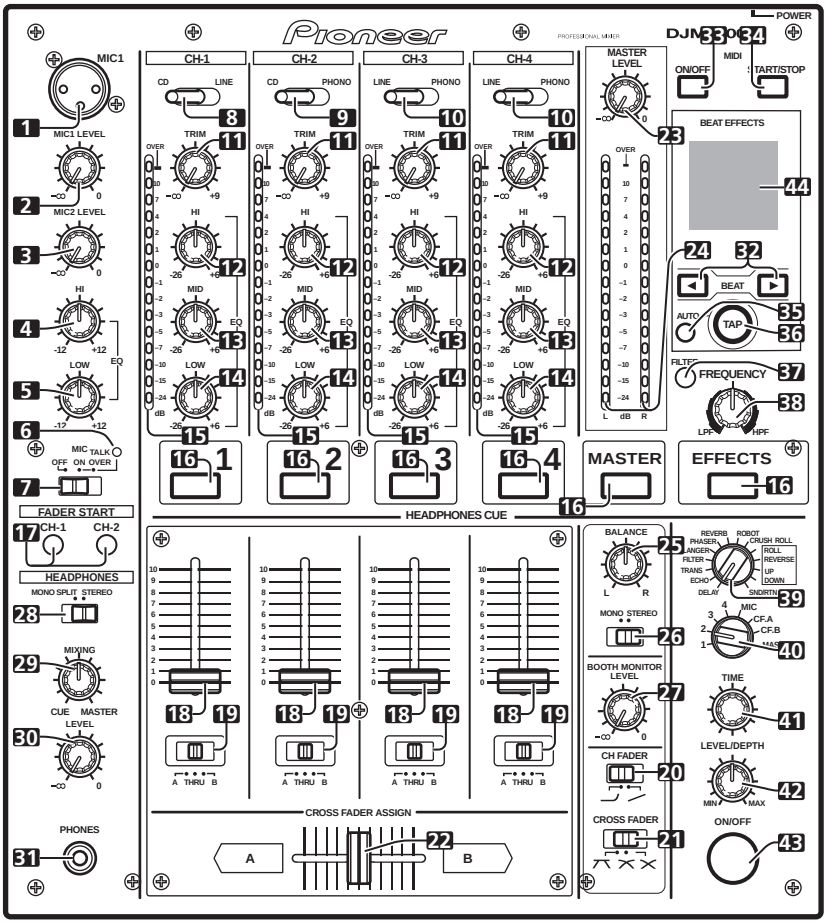
连接电源线

电源线最后连接。

- 完成所有连接之后，将电源插头连接至普通 AC 插座。

部件的名称与功能

操作面板



1　麦克风 1 输入插孔 (MIC 1)
连接麦克风和 XLR 型插头。

2　麦克风 1 电平控制旋钮 (MIC 1 LEVEL)
用于调节麦克风 1 的音量。（可调范围：–∞ 至 0 dB）

3　麦克风 2 电平控制旋钮 (MIC 2 LEVEL)
用于调节麦克风 2 的音量。（可调范围：–∞ 至 0 dB）

4　麦克风均衡器高范围控制旋钮 (HI)
用于调节麦克风 1 与 2 的高音 （高范围）频率。
（可调范围：–12 dB 至 +12 dB）

5　麦克风均衡器低范围控制旋钮 (LOW)
用于调节麦克风 1 与 2 的低音 （低范围）频率。
（可调范围：–12 dB 至 +12 dB）

6　麦克风功能指示标志
在麦克风设为 ON 时亮起；在 **TALK OVER** 设为 ON 时闪烁。

7　麦克风功能选择器开关 (MIC)

OFF:
不输出麦克风声音。

ON:
正常输出麦克风声音。

TALK OVER:
输出麦克风声音；当声音输入所连接麦克风时，TALK OVER 功能将运行，而且该麦克风之外的所有声音将衰减 20 dB。

- 不使用 TALK OVER 功能时，建议将本开关设在 ［**OFF**］或 ［**ON**］位置。

8　通道 1 输入选择器开关

CD:
选择 **CD** 输入 （线路电平模拟输入）。

LINE:
用于选择 **LINE** 输入接口。

9　通道 2 输入选择器开关

CD:
选择 **CD** 输入 （线路电平模拟输入）。

PHONO:
用于选择 **PHONO** 输入接口 （模拟唱片机输入端）。

10　通道 3、4 输入选择器开关

LINE:
选择 **LINE** 输入 （线路电平模拟输入）。

PHONO:
用于选择 **PHONO** 输入接口 （模拟唱片机输入端）。

11　TRIM 调节旋钮
用于调节各通道的输入电平。（可调范围：–∞ 至 +9 dB，中间位置在 0 dB 左右）

12　通道均衡器高范围调节旋钮 (HI)
用于调节各通道的高音 （高范围）频率声音。
（可调范围：–26 dB 至 +6 dB）

13 通道均衡器中范围调节旋钮 (MID)
用于调节各通道的中音 （中范围）频率声音。
（可调范围：–26 dB 至 +6 dB）

14 通道均衡器低范围调节旋钮 (LOW)
用于调节各通道的低音 （低范围）频率声音。
（可调范围：–26 dB 至 +6 dB）

15 通道电平指示标志
通过两秒的峰值锁定显示各通道的当前电平。

16 HEADPHONES CUE 按钮 / 指示标志
该按钮用于选择 **1** 至 **4**、 **MASTER** 或 **EFFECTS**，以让您通过耳机监控所需播放源。如果同时按多个按钮，则所选音频播放源将被混音。再按一次该按钮可取消所选播放源。取消选择的按钮变暗，而所选播放源按钮则变明。

17 音量控制器开始按钮 / 指示器 (FADER START CH-1， CH-2)
启用 DJ CD 播放机所连接通道的音量控制器开始 / 反向指令功能。该按钮设在 ON 时亮起。如果启用，则操作将因 **CROSS FADER ASSIGN** 开关的设定而异。

- 当 **CROSS FADER ASSIGN** 开关设在 [**A**] 或 [**B**] 位置时，音量控制器开始按钮的操作将与交叉音量控制器的操作相链接 （同时与通道音量控制器则取消链接）。
- 当 **CROSS FADER ASSIGN** 开关设置在 [**THRU**] 位置时，音量控制器开始按钮的操作将与交叉音量控制器的操作相链接 （同时与通道音量控制器则取消链接）。

18 通道音量控制器控制杆
用于调节各通道的音量。（可调范围：–∞ 至 0 dB）
输出取决于用 **CH FADER** 曲线开关选择的通道音量控制器曲线。

19 CROSS FADER ASSIGN 开关
该开关将各通道的输出分配给交叉音量控制器的右侧或左侧（如果将多个通道分配给同一侧，则将产生这些通道的组合）。

A:
所选通道分配给交叉音量控制器的 A （左）侧。

THRU:
通道音量控制器的输出如同至主输出端一般发送，它不通过交叉音量控制器。

B:
所选通道分配给交叉音量控制器的 B （右）侧。

20 通道音量控制器曲线开关 (CH FADER)
该开关让用户可选择两种类型的通道音量控制器曲线响应。该设定同样应用于通道 1 至 4。

- 在左设定时，曲线将随通道音量控制器接近其远端而迅速上升。
- 在右设定时，曲线在通道音量控制器的整个移动过程中均匀、平稳上升。

21 交叉音量控制器曲线开关 (CROSS FADER)
该开关让用户可选择三种类型的交叉音量控制器曲线响应。

- 在左设定时，曲线产生快速的信号上升。（一旦交叉音量控制器控制杆停留在 [**A**] 侧， [**B**] 声道的声音将产生。）
- 在右设定时，曲线在交叉音量控制器的整个移动过程中均匀、平稳上升。
- 在中间设定时，则产生一条中间曲线，它位于上述两条曲线中间。

22 交叉音量控制器控制杆
根据 **CROSS FADER ASSIGN** 开关的设定并取决于用 **CROSS FADER** 曲线开关选择的交叉音量控制器曲线，输出分配给 [**A**] 与 [**B**] 侧的声音。

23 主输出电平旋钮 (MASTER LEVEL)
用于调节主输出的电平。（可调范围：–∞ 至 0 dB）
主输出是用 **CROSS FADER ASSIGN** 开关设在 [**THRU**] 位置的通道声音、通过交叉音量控制器的信号以及麦克风 1 与麦克风 2 的信号 （如果效果选择器设在 [**SND/RTN**]，则还将增加 **RETURN** 输入）的组合。

24 主电平指示器 (MASTER L, R)
该段指示标志显示 L 与 R 声道的输出电平。该指示标志有两秒的峰值锁定。

25 主平衡旋钮 (BALANCE)
用于调节主输出、 DJ 棚监控器输出、录音输出与数字输出的 L/R 声道平衡。

26 主输出 MONO/STEREO 选择器开关
当设在 [**MONO**] 位置时，主输出、 DJ 棚监控器输出、录音输出、数字输出都是 L+R 单声道。

27 BOOTH MONITOR LEVEL 控制旋钮
该旋钮用于调节 DJ 棚监控器的输出音量。
音量可与主输出电平分开调节。（可调范围：–∞ 至 0 dB）

28 耳机输出开关 (MONO SPLIT/STEREO)
MONO SPLIT:
当选择了 **HEADPHONES CUE** （**1**, **2**, **3**, **4** 或 **EFFECTS**）按钮时，所选音频将被输出至 L 通道。当选择了 **HEADPHONES CUE** （**MASTER**）按钮时，主音频从 R 通道输出。

STEREO:
用 **HEADPHONES CUE** 按钮选择的音频播放源用立体声输出。

29 耳机混音旋钮 (MIXING)
在顺时针旋转 （朝向 [**MASTER**]）时，耳机中将产生主输出音频（仅限用 **HEADPHONES CUE** 按钮选中 [**MASTER**] 时）；在逆时针旋转 （朝向 [**CUE**]）时，耳机输出变为效果监控器与用 **HEADPHONES CUE** 按钮所选通道的混音。

在中间位置，将输出从 [**MASTER**] 到 [**CUE**] 的音频。

30 耳机电平调节旋钮 (LEVEL)
调节耳机插孔的输出电平。（可调范围：–∞ 至 0 dB）

31 耳机插孔 (PHONES)
连接带有耳机类型插头的耳机。

32 节拍选择按钮 (◄ BEAT ►)
► （节拍加快）：将计算的 BPM 加倍。
◄ （节拍减慢）：将计算的 BPM 减半。
(第 18 页)

• 一些效果可以设定为 **"3/4"**。

对于某些效果，它们是被用作某种功能，而非设置节拍。

33 MIDI 开 / 关按钮
将 MIDI 输出功能 （不包括计时器）设为开 / 关。当首次接通电源时，自动预设为关。

34 MIDI 启动 / 停止按钮 (MIDI START/STOP)
用于 MIDI 控制功能的输出开始 / 停止信号 （请参阅第 21 页）。当该控制功能启用时，[**MIDI START (STOP)**]（MIDI 开始（停止））信息将在显示屏上出现两秒。

MIDI SNAP SHOT:
按住 **MIDI START/STOP** 按钮时，快像被送到外接 MIDI 组件。

35 BPM 测量模式按钮 (AUTO)
在 BPM 测试模式 AUTO 和 TAP 之间切换。
当显示屏上的 [**AUTO**] 指示器亮起时，将自动测量 BPM。

36 TAP 按钮
BPM 按敲击 **TAP** 按钮的间隔进行计算。如果在 AUTO 模式中按 **TAP** 按钮，则模式自动转换为 TAP 模式 （手动输入）。

37 MANUAL/EFFECT 频率滤波器按钮
用于在手动滤波器和效果频率滤波器之间切换。

当电源首次接通时，预设为效果频率滤波器，同时该按钮指示器亮起。当选择了手动滤波器之后，按钮指示器不亮起。

38 手动滤波器调节旋钮 (FREQUENCY)
用于调节所选滤波器的截止频率。

39 效果选择器 (DELAY、ECHO、TRANS、FILTER、FLANGER、PHASER、REVERB、ROBOT (ROBOT VOCODER)、CRUSH、ROLL、REVERSE (REVERSE ROLL)、UP (UP ROLL)、DOWN (DOWN ROLL)、 SND/RTN (SEND/RETURN))
用于选择所需类型的效果 （第 16 页）。
在使用连接至 **SEND** 与 **RETURN** 接口的外部效果器时，请将其设在 [**SND/RTN**] 位置。

40 效果通道选择器 (1、 2、 3、 4、 MIC、 CF.A、 CF.B、 MASTER)
用于选择要应用效果的通道 （第 18 页）。在选中 [**MIC**] 时，效果将同时应用于麦克风 1 与麦克风 2。

41 效果参数 1 旋钮 [TIME (PARAMETER 1)]
调节所选效果 （第 18、 20 页）的时间参数。（对于一些效果，它用于调节其它参数而非时间参数。）

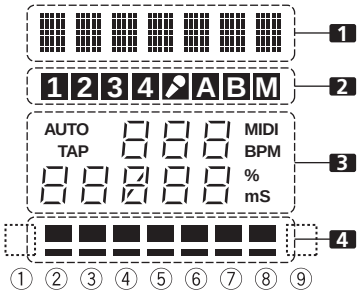
- 如果在按住 **TIME** 按钮的同时旋转 **TAP** 调整旋钮，能够直接手动设定 BPM。
- 如果在按住 **TAP** 按钮和 **AUTO/TAP** 按钮的同时旋转 **TIME** 调整旋钮，能够以 0.1 为单位设定 BPM。

42 效果参数 2 旋钮 [LEVEL/DEPTH (PARAMETER 2)]
调节所选效果 （第 18、 20 页）的数量参数。

43 效果按钮 / 指示标志 (ON/OFF)
设定所选效果 ON/OFF （第 18 页）。当首次接通电源时，预设为关。当设为效果关时，按钮指示器亮起。当效果启用 （ON）时，该按钮将闪烁。

44 显示屏
请参阅下一章节的详情。

显示屏部



1 效果显示部
文本显示 （7 个字符）显示如下表中所列的效果名称。同样，如果执行表中所述的某项切换操作，则相应的字符将显示两秒，之后显示屏将返回其原来的效果名称。

切换操作	显示内容
在 MIDI 开始时	START
在 MIDI 停止时	STOP
MIDI 快像	SNAP
当 MIDI 输出功能为 ON 时	MIDI On
当 MIDI 输出功能为 OFF 时	MIDIOff

2 通道选择显示部
效果通道选择器选择的灯光位置。

3 参数显示部
AUTO/TAP:
[**AUTO**] 在 BPM 测量模式设为 AUTO 时亮起，而 [**TAP**] 则在 BPM 测量模式设为手动 （TAP）时亮起。

BPM 计数器显示 （3 位）:
在 AUTO 模式中显示自动检测到的 BPM 值。如果 BPM 计数无法自动检测，显示标志将以先前所检测的数值闪烁。在手动（TAP）模式中显示通过 TAP 输入等指定的 BPM 值。

BPM:
一直亮起。

MIDI:
指示 MIDI 输出功能开 / 关的状态。

- 当 MIDI 输出功能为开时亮起。
- 当 MIDI 输出功能为关时不亮起。

参数 1 显示 （5 位）:
显示为各效果指定的参数。当节拍选择按钮（**BEAT ◄ , ►**）被按下时，相应的节拍倍数变化将显示两秒。如果节拍选择按钮（**BEAT ◄ ,►** ）用于指定参数范围之外的值，则当前数字将闪烁，但不会变化。

单位显示 (%/ms):
根据各种效果所用单位亮起。

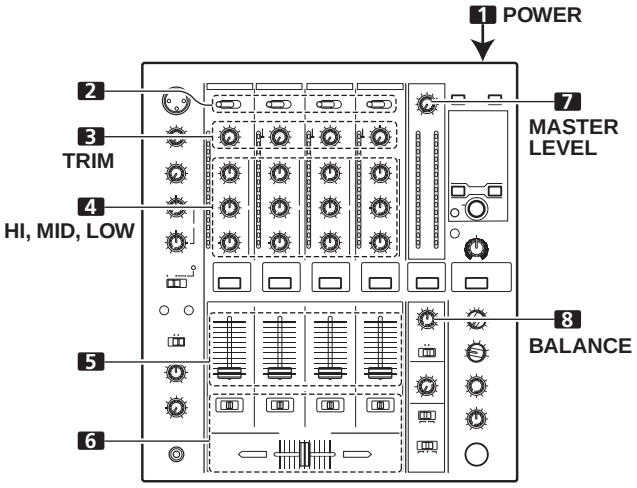
4 节拍显示部
显示参数 1 相对于 BPM 的位置 （1/1 节拍）。下面一行一直亮起。当参数 1 的位置接近阈值时，相应的指示标志将亮起。当参数 1 在阈值之间时，指示标志将闪烁。虽然显示屏实际包含七个指示标志，但这两端的值也可视作指示标志，这样可假定有九个理论位置。当值处于两端时，将无任何指示标志亮起。

效果选择器	1 效果显示	3 参数显示				4 节拍显示								
	效果名称	最小值	最大值	默认	单位	①	②	③	④	⑤	⑥	⑦	⑧	⑨
DELAY	DELAY	1	4 000	500	ms	1/8	1/4	1/2	3/4	1/1	2/1	4/1	8/1	16/1
ECHO	ECHO	1	4 000	500	ms	1/8	1/4	1/2	3/4	1/1	2/1	4/1	8/1	16/1
TRANS	TRANS	10	16 000	500	ms	1/16	1/8	1/4	1/2	1/1	2/1	4/1	8/1	16/1
FILTER	FILTER	10	32 000	2 000	ms	1/4	1/2	1/1	2/1	4/1	8/1	16/1	32/1	64/1
FLANGER	FLANGER	10	32 000	2 000	ms	1/4	1/2	1/1	2/1	4/1	8/1	16/1	32/1	64/1
PHASER	PHASER	10	32 000	2 000	ms	1/4	1/2	1/1	2/1	4/1	8/1	16/1	32/1	64/1
REVERB	REVERB	1	100	50	%	10	20	30	40	50	60	70	80	90
ROBOT	ROBOT	–100	100	0	%	—	–100	–66	–50	0	26	50	100	—
CRUSH	CRUSH	10	32 000	2 000	ms	1/4	1/2	1/1	2/1	4/1	8/1	16/1	32/1	64/1
ROLL	ROLL	10	4 000	500	ms	1/16	1/8	1/4	1/2	1/1	2/1	4/1	8/1	16/1
REV ROLL	REVROLL	10	4 000	500	ms	1/16	1/8	1/4	1/2	1/1	2/1	4/1	8/1	16/1
UP ROLL	UP ROLL	10	4 000	500	ms	1/16	1/8	1/4	1/2	1/1	2/1	4/1	8/1	16/1
DOWN ROLL	DWNROLL	10	4 000	500	ms	1/16	1/8	1/4	1/2	1/1	2/1	4/1	8/1	16/1
SND/RTN	SND/RTN													

不显示暗色项目 。

调音台操作

基本操作



1 将后面板的 **POWER** 开关设在 **ON** 位置。

2 设定所需通道的输入选择器开关，以选择所连接组件。
- CH1：设为 [**CD**] 或 [**LINE**]。
  CH2：设为 [**CD**] 或 [**PHONO**]。
  CH3/4：设为 [**LINE**] 或 [**PHONO**]。

3 使用 **TRIM** 旋钮调节输入电平。

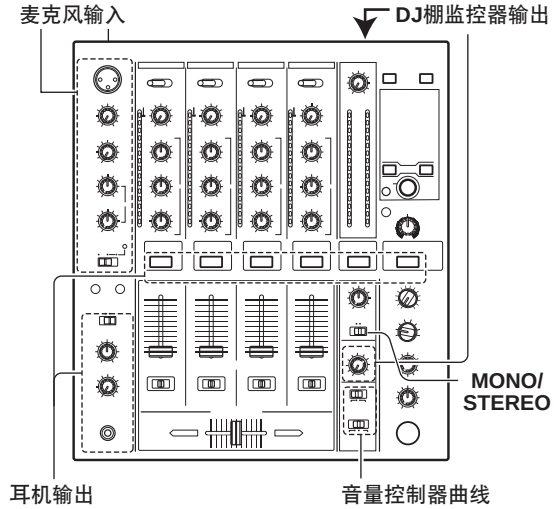
4 使用通道均衡器旋钮 **(HI、 MID、 LOW)** 调节音调。

5 使用通道音量控制器控制杆调节所选通道的声音音量。

6 要使用所选通道上的交叉音量控制器时，将 **CROSS FADER ASSIGN** 开关设在交叉音量控制器通道 **A** 或通道 **B** 位置，并且操作交叉音量控制器控制杆。
- 在不使用交叉音量控制器时，请将 **CROSS FADER ASSIGN** 开关设在 [**THRU**] 位置。

7 使用 **MASTER LEVEL** 旋钮调节耳机的音量。

8 使用平稳旋钮在左右之间调节声音平衡。



[选择立体声或单声道]

当 **MONO/STEREO** 开关设在 [**MONO**] 位置时，主输出将变为 L+R 声道的单声道组合。

[麦克风输入]

1 要使用麦克风时，将 **MIC** 开关设在 **[ON]** 或 **[TALK OVER]** 位置。
- 当该开关设在 [**TALK OVER**] 位置时，一旦麦克风检测到超过 –15 dB 的声音，麦克风之外所有声音播放源的输出将衰减 20 dB。

2 使用 **MIC 1 LEVEL** 旋钮来调节 **MIC 1** 的音量，并用 **MIC 2 LEVEL** 旋钮调节 **MIC 2** 的音量。

3 使用麦克风均衡器旋钮 **(HI、 LOW)** 调节麦克风声音的音调。
- 麦克风均衡器功能同时在麦克风 1 与 2 上发挥作用。

[DJ 棚监控器输出]

1 使用 **BOOTH MONITOR LEVEL** 旋钮调节音量。
- **BOOTH MONITOR LEVEL** 旋钮可与 **MASTER LEVEL** 旋钮分开用于调节声音音量。

[耳机输出]

1 使用 **HEADPHONES CUE** 按钮 （通道 **1** 至 **4**、 **MASTER**、 **EFFECTS**）选择播放源。
- 所选 **HEADPHONES CUE** 按钮亮起。

2 设定耳机 **(MONO SPLIT/STEREO)** 开关。
- 当选择了 **HEADPHONES CUE**（**1**, **2**, **3**, **4** 或 **EFFECTS**）按钮时，所选音频将被输出至 L 通道。当选择了 **HEADPHONES CUE** （**MASTER**）按钮时，主音频从 R 通道输出。
- 当设在 [**STEREO**] 位置时，与所选 **HEADPHONES CUE** 按钮相应的声音用立体声输出。

3 在选中 **[MONO SPLIT]** 时，使用 **MIXING** 旋钮调节左声道（用 **HEADPHONES CUE** 按钮选择的声音）与右声道 （主声音－仅当 **[MASTER]** 的 **HEADPHONES CUE** 按钮设在 **ON** 位置时）之间声音的平衡。
- 当 **MIXING** 旋钮顺时针旋转（朝向 [**MASTER**]）时，主输出（仅当 [**MASTER**] 的 **HEADPHONES CUE** 按钮设在 ON 位置时）增大；当逆时针旋转 （朝向 [**CUE**]）时，则输出用 **HEADPHONES CUE** 按钮选择的声音。

4 使用 **LEVEL** 旋钮调节耳机的音量。

[音量控制器曲线的选择]

根据音量控制器操作选择音量曲线。

请使用 CH FADER 开关选择所需通道音量控制器响应曲线。

- 在左设定时，曲线将随通道音量控制器接近其远端而迅速上升。
- 在右设定时，曲线在通道音量控制器的整个移动过程中均匀、平稳上升。
- 该设定同样应用于通道 1 至 4。

请使用 CROSS FADER 曲线开关选择交叉音量控制器响应。

- 在左设定时，曲线产生快速的信号上升。（一旦交叉音量控制器控制杆停留在 [**A**] 侧，[**B**] 声道的声音将产生。）
- 在右设定时，曲线在交叉音量控制器的整个移动过程中均匀、平稳上升。
- 在中间设定时，则产生一条中间曲线，它位于上述两条曲线中间。
- 该设定同时为 A 与 B 侧产生相同的曲线效果。

衰减器开始功能

通过连接选购的先锋 DJ CD 播放机控制电缆，通道音量控制器与交叉音量控制器可用于开始 CD 播放。

当混音器的通道衰减控制杆或交叉音量控制器控制杆移动时，CD 播放机将从暂停模式中解除，并立即自动开始播放所选曲目。另外，当音量控制器控制杆返回原位时，CD 播放机将返回其指令点（反向指令），从而可进行“采样器”类型的播放。

交叉音量控制器开始播放与反向指令播放

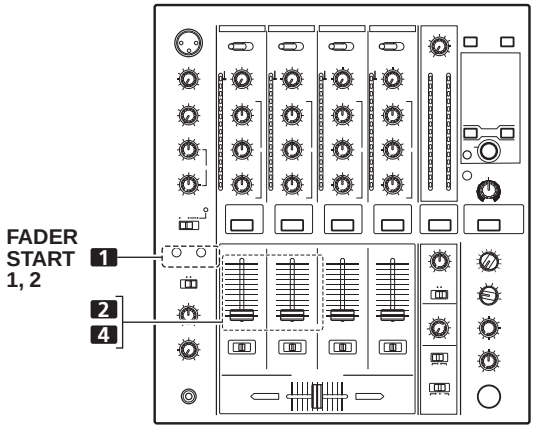
当分配给交叉音量控制器通道 A 的 CD 播放机在指令点设为待机状态时，若将交叉音量控制器控制杆从右（B）侧移向左（A）侧则会自动在通道 A 的 CD 播放机上开始播放。

当交叉音量控制器控制杆到达左（A）侧时，分配给通道 B 的 CD 播放机将进入反向指令（返回指令点）。

同样，当分配给交叉音量控制器通道 B 的 CD 播放机在指令点设为待机状态时，若将交叉音量控制器控制杆从左（A）侧移向右（B）侧则会自动在通道 B 的 CD 播放机上开始播放。当交叉音量控制器控制杆到达右（B）侧时，分配给通道 A 的 CD 播放机将进入反向指令（返回指令点）。

- 即使输入选择器开关未设在[**CD**]或[**LINE**]位置，也不会执行反向指令。

[使用通道音量控制器开始播放]



1 您可根据自己的需要，来控制 CD 播放机所连接通道（1, 2）的 FADER START 按钮。

- 所选通道的按钮即亮起。

2 将通道音量控制器控制杆设在“0”位置。

3 将 CD 播放机设在所需指令点，然后启动指令点待机状态。

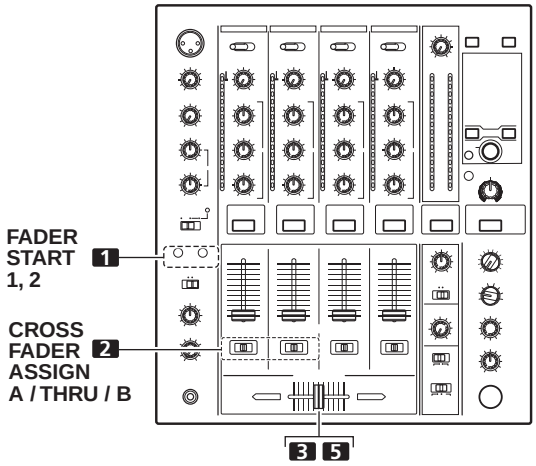
- 如果已经设定指令点，则无需将 CD 播放机在指令点设为待机状态。

4 一旦您要开始播放，移动通道音量控制器控制杆。

- CD 播放机即开始播放。
- 在播放开始之后，如果通道音量控制器控制杆返回 [**0**] 位置，则 CD 播放机将返回指令点，并且重新进入待机模式（反向指令）。

- 只有当**CROSS FADER ASSIGN**开关设在[**THRU**]时，才能用通道音量控制器进行播放控制。

[使用交叉音量控制器开始播放]



1 **您可根据自己的需要，来控制 CD 播放机所连接通道 （1, 2）的 FADER START 按钮。**
   - 所选通道的按钮即亮起。

2 **将用于所选通道的 CROSS FADER ASSIGN 开关设为 [A] 或 [B]。**
   - 选择 [**A**] 可分配给交叉音量控制器通道 A （左侧）。
   - 选择 [**B**] 可分配给交叉音量控制器通道 B （右侧）。

3 **将交叉音量控制器控制杆移到与您要开始播放的 CD 播放机相反一侧的尽头。**

4 **将 CD 播放机设在所需指令点，然后启动指令点待机状态。**
   - 如果已经设定指令点，则无需将 CD 播放机在指令点设为待机状态。

5 **一旦您要开始播放，则移动交叉音量控制器控制杆。**
   - CD 播放机即开始播放。
   - 在播放开始之后，如果交叉音量控制器控制杆移到相反一端尽头，则分配给相反一侧通道的 CD 播放机将返回指令点，并且进入待机模式 （反向指令）。

效果功能

通过链接到 BPM 的节拍效果、以及链接到 **FREQUENCY** 拨盘的手动滤波器或效频滤波器，本设备共可产生 15 种基本节拍效果（包括 SND/RTN）。此外，通过调节每种效果的参数，可以产生更广范围的效果。

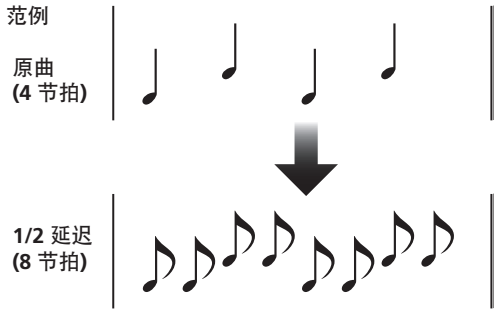
通过 **TIME** 旋钮 （参数 1）改变时间参数，以及通过 **LEVEL/DEPTH** 旋钮 （参数 2）改变量化参数，可获得各种节拍效果。

根据 **FREQUENCY** 拨盘的定位，可以用手动滤波器或效果频率滤波器来制造低通滤波器效果和高通滤波器效果。此外，通过把节拍效果和手动滤波器或效果频率滤波器结合在一起，可以产生更广范围的效果。

节拍效果类型

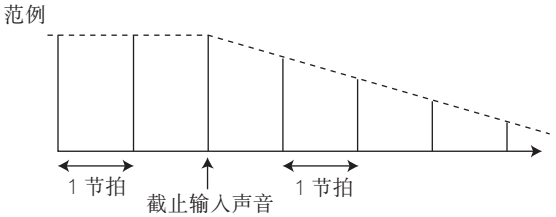
1 DELAY （一次重复声音）

该功能可快速、简单地增加 1/8、1/4、1/2、3/4、1/1、2/1、4/1、 8/1 或 16/1 节拍的延迟声音。例如，如果增加 1/2 节拍的延迟声音，则四拍变为八拍。通过，通过增加 3/4 节拍的延迟声音，节奏将被切分。



2 ECHO （多次重复声音）

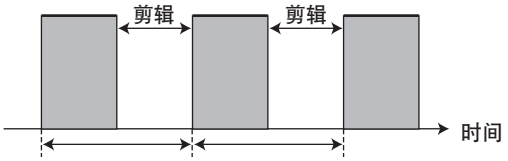
该功能可快速、简单地增加 1/8、1/4、1/2、3/4、1/1、2/1、4/1、 8/1 或 16/1 节拍的回声。例如，在使用 1/1 节拍的回声截止输入声音时，与节拍同步的声音将与渐隐声音一起重复。同样，通过为麦克风增加 1/1 节拍的回声，麦克风的声音将与音乐节拍同步重复。如果对曲目的唱声部分应用 1/1 节拍的回声，则歌曲将呈现 “回旋”的效果。



3 自动 TRANS （自动变换）

声音以 1/16、1/8、1/4、1/2、1/1、2/1、4/1、8/1 或 16/1 节拍为单位自动与节拍同步切分。

范例

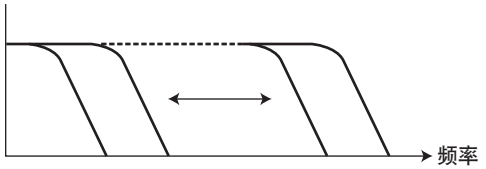


1个周期=1/16、1/8、1/4、1/2、1/1、2/1、4/1、8/1或16/1节拍

4 FILTER （滤波）

以 1/4、1/2、1/1、2/1、4/1、8/1、16/1、32/1 或 64/1 节拍为单位移动滤波器频率，从而极大地改变声染色。

范例

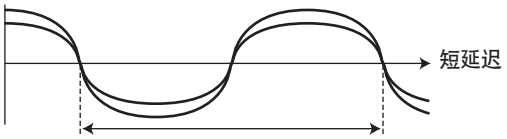


1个周期 =1/4、1/2、1/1、2/1、4/1、8/1、16/1、32/1或64/1节拍

5 FLANGER （镶边）

以 1/4、1/2、1/1、2/1、4/1、8/1、16/1、32/1 或 64/1 节拍为单位快速、轻松产生 1 个周期的镶边效果。

范例

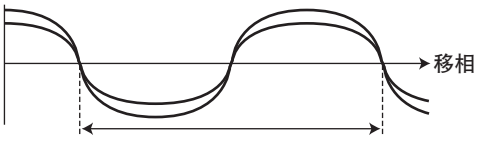


1个周期 =1/4、1/2、1/1、2/1、4/1、8/1、16/1、32/1或64/1节拍

6 PHASER （移相）

以 1/4、1/2、1/1、2/1、4/1、8/1、16/1、32/1 或 64/1 节拍为单位快速、轻松产生 1 个周期的移相效果。

范例



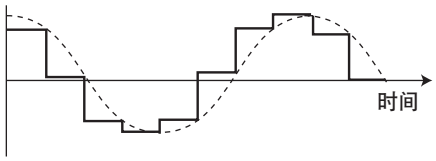
1个周期 =1/4、1/2、1/1、2/1、4/1、8/1、16/1、32/1或64/1节拍

7 REVERB （混响）
产生混响效果。

8 ROBOT （机器人）
产生类似于机器人发生的音效。当 ROBOT 应用到麦克风声音时，将产生变声效果。

9 CRUSH （挤压）
以 1/4、1/2、1/1、2/1、4/1、8/1、16/1、32/1 或 64/1 节拍为单位，允许快速创建循环变化的 “挤压音效”。

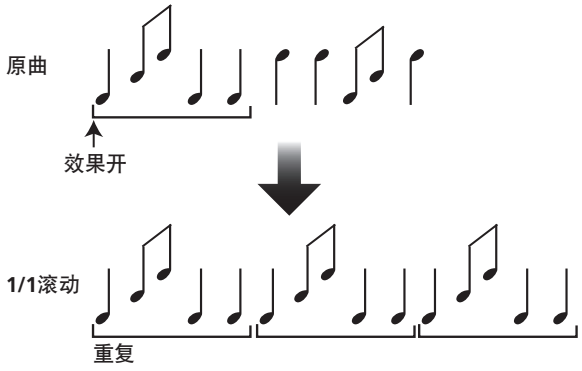
范例



1个周期 =1/4、1/2、1/1、2/1、4/1、8/1、16/1、32/1或64/1节拍

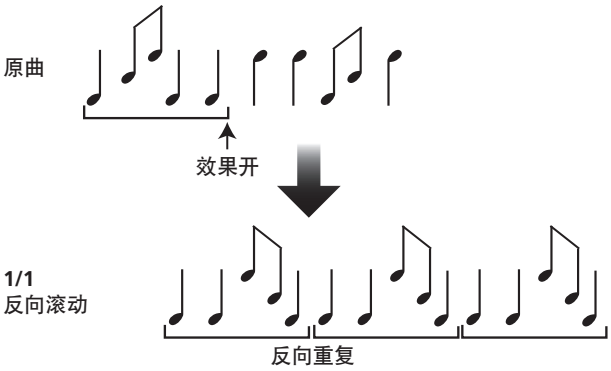
10 ROLL （滚动）
以 1/16、1/8、1/4、1/2、1/1、2/1、4/1、8/1、16/1 节拍为单位并重复播放。

范例



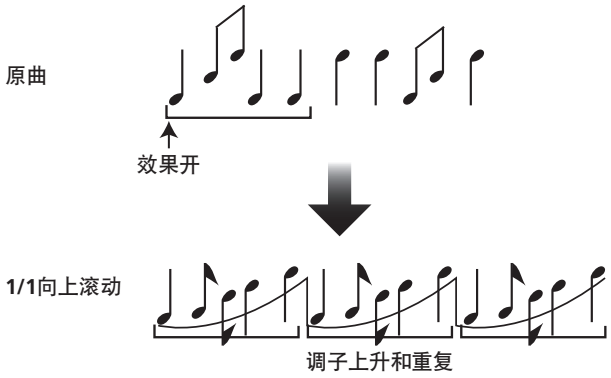
11 REVERSE ROLL （反向滚动）
以 1/16、1/8、1/4、1/2、1/1、2/1、4/1、8/1、16/1 节拍为单位并反向重复播放。

范例



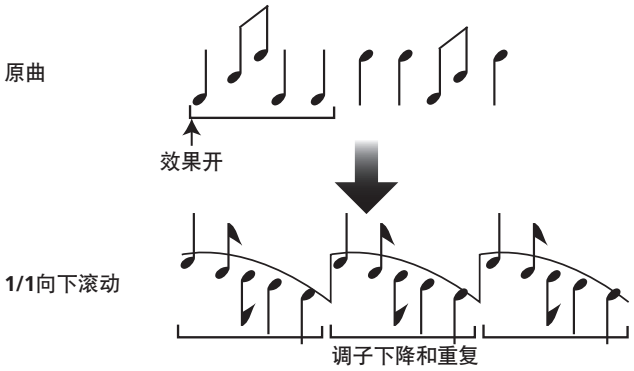
12 UP ROLL （向上滚动）
以 1/16、1/8、1/4、1/2、1/1、2/1、4/1、8/1、16/1 节拍为单位，并在持续提高其定调 / 调子的同时重复播放。

范例



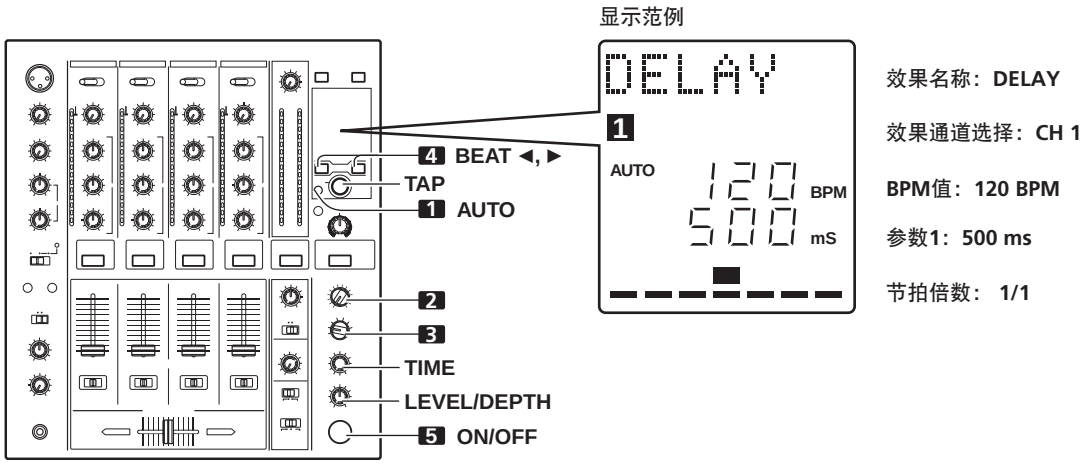
13 DOWN ROLL （向下滚动）
以 1/16、1/8、1/4、1/2、1/1、2/1、4/1、8/1、16/1 节拍为单位，并在持续降低其定调 / 调子的同时重复播放。

范例



14 SEND/RETURN （送出 / 返回）
通过连接取样器或效果器，可产生多种其他效果。

产生节拍效果



节拍效果可即时设定与 BPM （每分钟拍数）同步的效果时间，从而即使在现场表演时也可产生与当前节奏同步的各种效果。

1 将 BPM 测量模式设为 AUTO 以测量 BPM （每分钟拍数）。
自动检测输入音乐信号的 BPM。当电源首次接通时，该功能预设为 [**AUTO**] 模式。
- 如果无法自动检测曲目的 BPM，则显示屏的 BPM 计数器将闪烁。
- 测量范围：BPM=70 至 180。
  它可能无法对某些曲目进行准确测量。
  在此情况下，按 **TAP** 按钮并手动输入节拍。

[使用 TAP 按钮进行手动 BPM 输入]
如果与节拍同步敲击 **TAP** 按钮两次或更多次数 （1/4 音符），则 BPM 将记录为该间隔中的平均值。
- 当 BPM 模式设为 [**AUTO**] 时，敲击 **TAP** 按钮将导致 BPM 模式转换为 TAP 模式，同时将测量敲击 **TAP** 按钮的间隔。
- 如果通过 **TAP** 按钮设定 BPM，则节拍倍数将变为 **“1/1”**（或 **“4/1”**，视所选效果而定），同时 1 拍 （1/4 音符）或 4 拍的时间将被设为效果时间。
- 如果在按住 **TIME** 按钮的同时旋转 **TAP** 调整旋钮，能够直接手动设定 BPM。
  如果在按住 **TAP** 按钮和 **AUTO** 按钮的同时旋转 **TIME** 调整旋钮，能够以 0.1 为单位设定 BPM。

2 将效果选择器设为所需效果。
- 显示屏将显示所选效果的名称。
- 有关各种效果的详情，请参阅第 16 至 17 页。

3 将效果通道选择器设在您要应用效果的通道。
- 显示屏通道名称区的所选通道将亮起。
- 如果选中 [**MIC**]，则效果将同时应用于麦克风 1 与麦克风 2。

4 按 BEAT 按钮 （◄， ►）选择效果要与之同步的节拍倍数。
- 如果按 ►，则用 BPM 计算的拍数将加倍，而如果按 ◄，则用 BPM 计算的拍数将减半 （有些效果还可采用 **“3/4”** 设定）。
- 所选节拍的倍数 （参数 1 位置）在显示屏上七个部分显示（请参阅第 12 页）。
- 与节拍倍数相应的效果时间将自动设定。

例如：当 BPM = 120 时
1/1 = 500 ms
1/2 = 250 ms
2/1 = 1000 ms

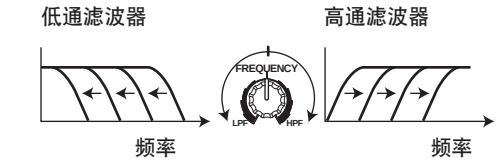
5 将 ON/OFF 按钮设为 ON 以启用效果。
- 每按一次该按钮，效果即在 ON/OFF 之间切换（当电源首次接通时，该功能预设为 OFF）。
- 当效果设为 ON 时， **ON/OFF** 按钮将闪烁。

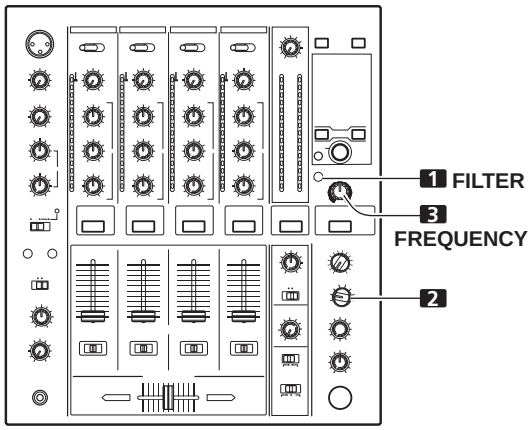
参数 1
旋转 **TIME** (**PARAMETER 1**) 旋钮可调节所选效果的时间参数（时间）。（对于某些效果，它被用于调节而非时间参数。）
有关旋转 **TIME** (**PARAMETER 1**) 旋钮的参数 1 的效果详情，请参阅第 20 页。

参数 2
旋转 **LEVEL/DEPTH** (**PARAMETER 2**) 旋钮可调节所选效果的数量参数。
有关旋转 **LEVEL/DEPTH** (**PARAMETER 2**) 旋钮的参数 2 效果详情，请参阅第 20 页。

手动滤波器操作

1 手动滤波器
改变滤波器的频率，从而使音调产生强烈的变化。
将旋钮向右旋转可产生高通滤波器效果，而将旋钮向左旋转则产生低通滤波器效果。





手动效果器与 **FREQUENCY** 旋钮相连。手动效应器的输出声音成为节拍效果的输入声音。

- 当切拍效果类型设为 ROLL、REVERSE ROLL、UP ROLL 或 DOWN ROLL 时，节拍效果输出声音成为手动效应器的输入声音。

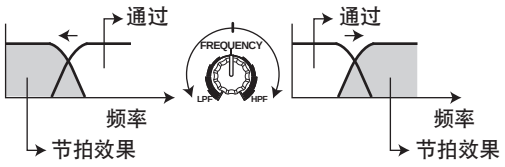
1 按 FILTER 按钮会使之闪烁。
- 确认 **FILTER** 按钮稳定亮起。
- 当它亮起时，按下按钮使之闪烁。每按按钮一次，它将交替闪烁和稳定亮起。
- 当首次接通电源时，预设为稳定亮起。

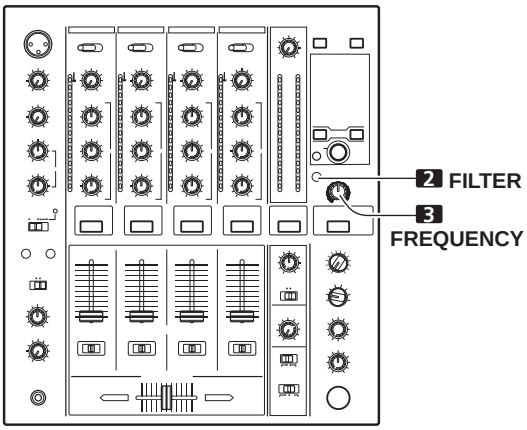
2 使用效果通道选择器选择您要应用效果的通道。
- 所选通道的名称将出现在显示屏的通道名称部分。
- 如果选中 [**MIC**]，则效果将同时应用于麦克风 1 与麦克风 2。

3 用 FREQUENCY 旋钮调节滤波器的截止频率。
- 逆时针旋转以应用低通滤波器。
- 顺时针旋转以应用高通滤波器。

效果频率滤波器操作

1 效果频率滤波器
设定滤波器的截止频率，允许将节拍效果应用到所需的频率波段。





效果频率滤波器与 **FREQUENCY** 旋钮相连。节拍效果仅应用到所选频率波段。

- 当把 SEND/RETURN 选择为节拍效果类型时，不支持本功能。

1 按 FILTER 按钮会使之闪烁。
- 确认 **FILTER** 按钮稳定亮起。
- 按按钮会使之闪烁。每按按钮一次，它将交替闪烁和稳定亮起。
- 当首次接通电源时，预设为稳定亮起。

2 操作节拍效果。
- 有关详情，请参阅第 18 页。

3 用 FREQUENCY 按钮选择您希望应用节拍效果的频率。
- 逆时针放置以仅把效果应用到低范围声音。将高频声音设为通过。
- 顺时针放置以仅把效果应用到高范围声音。将低频声音设为通过。

效果参数

节拍效果 (*1)

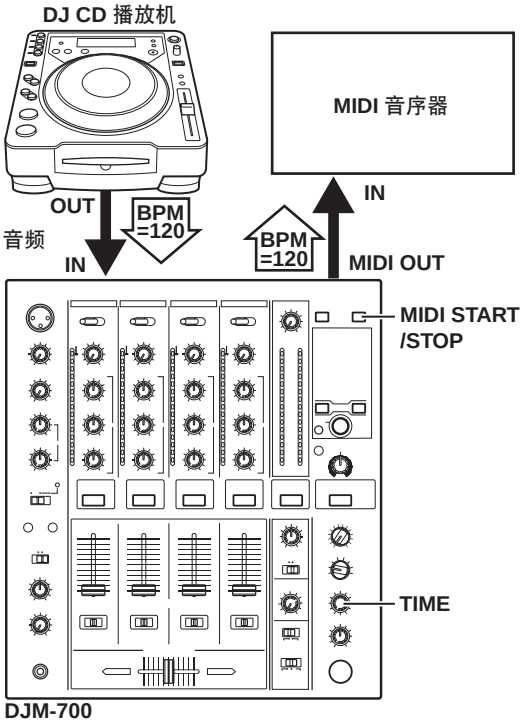
名称	节拍切换参数	参数 1（TIME 旋钮）		参数 2（LEVEL/DEPTH 旋钮）内容
		内容	设定范围 （单位）	
1 DELAY	将每 1 BPM 时间节拍的延迟时间从 1/8 设为 16/1。	设定延迟时间。	1 至 4 000 (ms)	设定原始声音与延迟声音之间的平衡。
2 ECHO (*2)	将每 1 BPM 时间节拍的延迟时间从 1/8 设为 16/1。	设定延迟时间。	1 至 4 000 (ms)	设定原始声音与回声之间的平衡。
3 TRANS	将每 1 BPM 时间节拍的截止时间从 1/16 设为 16/1。	设定效果时间。	10 至 16 000 (ms)	设定原始声音与效果声音之间的平衡。
4 FILTER	将截止频率变化的周期以 1/4 为单位设为相对于 1 BPM 节拍的 64/1。	设定截止时间变化的周期。	10 至 32 000 (ms)	顺时针转动转盘时的效果增加量。
5 FLANGER	将镶边变化的周期以 1/4 为单位设为相对于 1 BPM 节拍的 64/1。	设定镶边效果变化的周期。	10 至 32 000 (ms)	顺时针转动转盘时的效果增加量。当转盘逆时针转到底时，仅输出原始声音。
6 PHASER	将移相效果变化的周期以 1/4 为单位设为相对于 1 BPM 节拍的 64/1。	设定移相效果变化的周期。	10 至 32 000 (ms)	顺时针转动转盘时的效果增加量。当转盘逆时针转到底时，仅输出原始声音。
7 REVERB (*2)	混响量从 1 % 设为 100 %。	设定混响效果量。	1 至 100 (%)	设定原始声音与效果声音之间的平衡。
8 ROBOT	–100 % 至 +100 % 的范围内设定机器人声音效果的音调。	设定机器人声音效果的音调。	–100 至 +100 (%)	顺时针转动转盘时的效果增加量。
9 CRUSH	挤压效果变化的周期设为相对于 1 BMP 节拍的 1/4 至 64/1。	设定挤压效果变化的周期。	10 至 32 000 (ms)	顺时针转动转盘时的效果增加量。当转盘逆时针转到底时，仅输出原始声音。
10 ROLL (*2)	效果时间设为相对于 1 BPM 节拍的 1/16 至 16/1。	设定效果时间。	1 至 4 000 (ms)	设定原始声音与摇滚声音之间的平衡。
11 REVERSE ROLL (*2)	效果时间设为相对于 1 BPM 节拍的 1/16 至 16/1。	设定效果时间。	1 至 4 000 (ms)	设定原始声音与摇滚声音之间的平衡。
12 UP ROLL (*2)	效果时间设为相对于 1 BPM 节拍的 1/16 至 16/1。	设定效果时间。	1 至 4 000 (ms)	设定原始声音与摇滚声音之间的平衡。
13 DOWN ROLL (*2)	效果时间设为相对于 1 BPM 节拍的 1/16 至 16/1。	设定效果时间。	1 至 4 000 (ms)	设定原始声音与摇滚声音之间的平衡。
14 SEND/ RETURN	—	—	—	设定 RETURN 输入声音的音量。

（*1）当起作用的效果通道选择器开关设在 ［**CF.A**］、［**CF.B**］或 ［**MASTER**］位置时，即使效果监控器设定成 ON，如果所选择通道的声音没有输出到主输出端子，效果声音将无法听到。

（*2）当效果被禁止 （OFF）时，即便将显示器连接到效果器上，仍无法听到音效。

MIDI 设定

MIDI 是 “Musical Instrument Digital Interface”（乐器数字化接口）的缩写，它系指为电子乐器与计算机之间数据交换而开发的一种协议。
MIDI 电缆用于连接配备 MIDI 接口的组件，从而可进行数据的传输与接收。
DJM-700 采用 MIDI 协议传输关于组件操作与 BPM （定时时钟）的数据。



将音频信号与外部音序器同步，或者使用 DJM-700 信息操作外部音序器

1 **使用市售 MIDI 电缆将 DJM-700 的 MIDI OUT 接口连接至 MIDI 音序器的 MIDI IN 接口。**
- 将 MIDI 音序器的同步模式设为 “Slave （从模式）”。
- 不支持 MIDI 定时时钟的 MIDI 音序器无法进行同步。
- 如果无法稳定检测及测量曲目的 BPM，则同步可能无法实现。
- 用 TAP 模式设定的 BPM 值还可用于输出定时时钟。

2 **按 MIDI START/STOP 按钮。**
- MIDI 定时时钟的输出范围为 40 至 250 BPM。

[MIDI 通道设定]

MIDI 通道 （1 至 16）设定并存入内存。

1 **在按住 MIDI START/STOP 按钮的同时，将电源开关设在 ON 位置。**
- 显示屏将显示 [**CH SET**]，同时本机将进入 MIDI 设定模式。

2 **旋转 TIME 旋钮选择 MIDI 通道。**

3 **按 MIDI START/STOP 按钮。**
- 记录 MIDI 通道。记录通道时， [**SAVE**] 指示器闪烁。
- 记录通道完成后，显示 [**END**]。

4 **将电源设为 OFF。**

MIDI 信息

类别	开关名称	开关类型	MIDI 信息						注解
			MSB			LSB			
CH1	HI	VR	Bn	02	dd				0 至 127
	MID	VR	Bn	03	dd				0 至 127
	LOW	VR	Bn	04	dd				0 至 127
	CUE	按钮	Bn	46	dd				OFF=0, ON=127
	FADER	VR	Bn	11	dd				0 至 127
	CF ASSIGN	SW	Bn	41	dd				0, 64, 127
CH2	HI	VR	Bn	07	dd				0 至 127
	MID	VR	Bn	08	dd				0 至 127
	LOW	VR	Bn	09	dd				0 至 127
	CUE	按钮	Bn	47	dd				OFF=0, ON=127
	FADER	VR	Bn	12	dd				0 至 127
	CF ASSIGN	SW	Bn	42	dd				0, 64, 127
CH3	HI	VR	Bn	0E	dd				0 至 127
	MID	VR	Bn	0F	dd				0 至 127
	LOW	VR	Bn	15	dd				0 至 127
	CUE	按钮	Bn	48	dd				OFF=0, ON=127
	FADER	VR	Bn	13	dd				0 至 127
	CF ASSIGN	SW	Bn	43	dd				0, 64, 127
CH4	HI	VR	Bn	51	dd				0 至 127
	MID	VR	Bn	5C	dd				0 至 127
	LOW	VR	Bn	52	dd				0 至 127
	CUE	按钮	Bn	49	dd				OFF=0, ON=127
	FADER	VR	Bn	14	dd				0 至 127
	CF ASSIGN	SW	Bn	44	dd				0, 64, 127
CROSS FADER	CROSS FADER	VR	Bn	0B	dd				0 至 127
FADER CURVE	CH CURVE	SW	Bn	5E	dd				0, 127
	CROSS CURVE	SW	Bn	5F	dd				0, 64, 127
MASTER	MASTER LEVEL	VR	Bn	18	dd				0 至 127
	BALANCE	VR	Bn	17	dd				0 至 127
	CUE	按钮	Bn	4A	dd				OFF=0, ON=127
BOOTH	MONITOR	VR	Bn	19	dd				0 至 127
FILTER	FILTER	按钮	Bn	54	dd				OFF=0, ON=127
	FREQUENCY	VR	Bn	05	dd				0 至 127

类别	开关名称	开关类型	MIDI 信息						注解
			MSB			LSB			
EFFECT	BEAT LEFT	按钮	Bn	4C	dd				OFF=0, ON=127
	BEAT RIGHT	按钮	Bn	4D	dd				OFF=0, ON=127
	AUTO/TAP	按钮	Bn	45	dd				OFF=0, ON=127
	TAP	按钮	Bn	4E	dd				OFF=0, ON=127
	CUE	按钮	Bn	4B	dd				OFF=0, ON=127
	EFFECT KIND	SW	Cn	pc					请参阅下文的 “改变程序”。
	CH SELECT	SW	Cn	pc					
	TIME	SW	Bn	0D	MSB	Bn	2D	LSB	参数 1 值； FLANGER、PHASER、 FILTER、 CRUSH 更改为 1/2 值；负值转化为正值。
	LEVEL/DEPTH	VR	Bn	5B	dd				0 至 127
	EFFECT ON/OFF	按钮	Bn	40	dd				OFF=0, ON=127
MIC	HI	VR	Bn	1E	dd				0 至 127
	LOW	VR	Bn	1F	dd				0 至 127
(FADER START)	FADER START 1	按钮	Bn	58	dd				OFF=0, ON=127
	FADER START 2	按钮	Bn	59	dd				OFF=0, ON=127
(HEAD PHONES)	MIXING	VR	Bn	1B	dd				0 至 127
	LEVEL	VR	Bn	1A	dd				0 至 127
MIDI	START	按钮	FA						
	STOP	按钮	FC						

改变程序

MSB							LSB
0	0	EFFSEL2	EFFSEL1	EFFSEL0	EFFCH2	EFFCH1	EFFCH0

• EFFECT SEL BEAT

EFFSEL2	EFFSEL1	EFFSEL0	
0	0	1	DELAY
0	1	0	ECHO
1	0	0	TRANS
1	1	0	FILTER
1	0	1	FLANGER
1	1	1	PHASER
0	1	1	REVERB
—	—	—	ROBOT
—	—	—	CRUSH
—	—	—	ROLL
—	—	—	REV ROLL
—	—	—	UP ROLL
—	—	—	DWNROLL
—	—	—	SND/RTN
0	0	1	1
0	1	0	2
0	1	1	3
1	0	0	4
1	0	1	MIC
1	1	0	CF.A
1	1	1	CF.B
—	—	—	MASTER

快照

一旦对 DJM-700 设置了专用于某一目的的参数，则该套参数可作为一个快照被记录下来。记录当前状态的快照时，所有控制和程序的变更信息将被传送。按住 **MIDI START/STOP**（MIDI 开始 / 停止）按钮来发送快照。

MIDI 开 / 关

用 **MIDI ON/OFF** 按钮来控制是否产生 MIDI 控制信号。默认状态是 MIDI 关闭。即便当选择了 MIDI 关闭后，也支持计时时钟和快照功能。

故障排除

操作不当经常被误认为发生故障或功能异常。如果您认为本机发生任何问题，则请按下列方法进行检查。有时故障可能出自其他组件。因此，请同时检查正在使用的其他电器。
如果在检查下列项目之后仍无法排除故障，则请与贵地区经销商或就近的先锋服务中心联系。

症状	可能的原因	排除方法
机器没有通电。	• 尚未连接电源线。	• 连接电源插座。
无声音，或者音量极低。	• 未正确设定输入选择器。 • 连接电缆连接不正确，或者连接松动。 • 插孔或插头变脏。 • 后面板的主输出衰减器开关 （**MASTER ATT**）设在 –6 dB 位置等。	• 将输入选择器设在播放组件位置。 • 正确连接。 • 在连接之前清洁变脏的插孔 / 插头。 • 调节后面板的主衰减器开关 （**MASTER ATT**）。
无数字输出。	• 数字输出取样频率 （fs）与所连接组件的规格不相匹配。	• 设定后面板的取样频率选择器，使其与所连接组件的规格相匹配。
声音失真。	• 主输出电平太高。 • 输入电平太高。	• 调节主输出电平 （**MASTER LEVEL**）旋钮或后面板的主输出衰减器 （**MASTER ATT**）开关。 • 调节 **TRIM** 旋钮，使输入电平在通道电平指示标志上接近 0 dB。
交叉音量控制器不起作用。	• **CROSS FADER ASSIGN** 开关设定（[**A**]、 [**THRU**]、 [**B**]）不正确。	• 为所需通道正确设定 **CROSS FADER ASSIGN** 开关。
无法用 CD 播放机执行音量控制器开始操作。	• **FADER START** 按钮设在 OFF 位置。 • 后面板的 **CONTROL** 插孔未连接至 CD 播放机。 • 只有后面板的**CONTROL**插孔连接至CD播放机。	• 将 **FADER START** 按钮设在 ON 位置。 • 使用控制电缆连接混音器与 CD 播放机的 **CONTROL** 插孔。 • 同时连接 **CONTROL** 插孔与模拟输入接口。
效果不起作用。	• 效果通道选择器设定不正确。 • 将效果参数 2 调节旋钮 （**LEVEL/DEPTH**）设为 [**MIN**]。	• 正确选择您要应用效果的通道。 • 调节效果参数 2 调节旋钮 （**LEVEL/DEPTH**）。
外部效果器不起作用。	• 效果选择器未设在 [**SND/RTN**] 位置。 • 效果器未连接至后面板的 **SEND/RETURN** 接口。 • 效果通道选择器设定不正确。	• 将效果选择器设在 [**SND/RTN**] 位置。 • 将效果器连接至后面板的 **SEND/RETURN** 接口。 • 使用效果通道选择器选择您要应用效果的音频播放源。
外部效果器的声音失真。	• 外部效果器的输入电平设定太高。	• 降低外部效果器的输出电平。
无法测量 BPM。 测量的 BPM 值不正确。	• 输入电平太高或太低。 • 有些曲目可能无法正确测量 BPM。	• 调节 **TRIM** 旋钮，使输入电平在通道电平指示标志上接近 0 dB。 • 另外调节其他通道，使输入电平在通道电平指示标志上接近 0 dB。 • 敲击 **TAP** 按钮以手动设定 BPM。
测量的 BPM 值与 CD 发布的值不同。	• 由于BPM检测方法的不同可能会出现一些差异。	• 无需排除。
MIDI 音序器无法进行同步。	• MIDI 音序器的同步模式未设为 “slave （从模式）”。 • MIDI 音序器不是被支持的类型。	• 将 MIDI 音序器的同步模式设为 “slave （从模式）”。 • 不支持 MIDI 定时时钟的 MIDI 音序器无法进行同步。

静电或其他外部干扰可导致本机功能失常。要恢复正常操作时，关闭电源，然后重新接通。

规格

1 一般

电源 . . . . . AC 220 V 至 240 V，50 Hz/60 Hz
功率消耗 . . . . . 33 W
工作温度 . . . . . +5 ºC 至 +35 ºC
工作湿度 . . . . . 5 % 至 85 % （无凝露）
重量 . . . . . 6.6 kg
最大外形尺寸 . . . 320 mm（宽）x 378.4 mm（深）x 107.9 mm（高）

2 音频部

取样频率 . . . . . 96 kHz
A/D、D/A 转换器 . . . . . 24 位
频率响应
LINE . . . . . 20 Hz 至 20 kHz
MIC . . . . . 20 Hz 至 20 kHz
PHONO . . . . . 20 Hz 至 20 kHz （RIAA）
标准输入电平 / 输入阻抗
PHONO 2 至 4 . . . . . –52 dBu/47 kΩ
MIC 1, MIC 2 . . . . . –52 dBu/22 kΩ
LINE, LINE/CD 1 至 4 . . . . . –12 dBu/22 kΩ
RETURN . . . . . –12 dBu/47 kΩ
标准输出电平 / 负载阻抗 / 输出阻抗
MASTER 1 . . . . . +8 dBu/10 kΩ/22 Ω 或以下
MASTER 2 . . . . . +2 dBu/10 kΩ/10 Ω
REC . . . . . –8 dBu/10 kΩ/10 Ω
BOOTH . . . . . +2 dBu/10 kΩ/22 Ω
SEND . . . . . –12 dBu/10 kΩ/1 kΩ
PHONES . . . . . +8.5 dBu/32 Ω/22 Ω 或以下
额定输出电平 / 负载阻抗
MASTER 1 . . . . . +25 dBu/10 kΩ
MASTER 2 . . . . . +20 dBu/10 kΩ
通道均衡器响应
高 . . . . . –26 dB 至 +6 dB (13 kHz)
中 . . . . . –26 dB 至 +6 dB (1 kHz)
低 . . . . . –26 dB 至 +6 dB (70 Hz)
麦克风均衡器响应
高 . . . . . –12 dB 至 +12 dB (10 kHz)
低 . . . . . –12 dB 至 +12 dB (100 Hz)

3 输入 / 输出接口系统

PHONO 输入接口
RCA 芯插孔 3
CD 输入接口
RCA 芯插孔 2
LINE 输入接口
RCA 芯插孔 3
MIC 输入接口
XLR 接口 1
耳机插孔 （Ø6.3 mm） 1
RETURN 输入接口
耳机插孔 （Ø6.3 mm） 1
MASTER 输出接口
XLR 接口 1
RCA 芯插孔 1
BOOTH 输出接口
RCA 芯插孔 1
REC 输出接口
RCA 芯插孔 1
SEND 输出接口
耳机插孔 （Ø6.3 mm） 1
DIGITAL 同轴输出接口
RCA 芯插孔 1
MIDI OUT 接口
5P DIN 1
PHONES 输出接口
立体声耳机插孔 （Ø6.3 mm） 1
CONTROL 接口
微型耳机插孔 （Ø3.5 mm） 2

4 附件

使用说明书 1

规格与外观如有变更，恕不另行通知。

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Thank you for buying this Pioneer product.
Please read through these operating instructions so you will know how to operate your model properly. After you have finished reading the instructions, put them away in a safe place for future reference.
In some countries or regions, the shape of the power plug and power outlet may sometimes differ from that shown in the explanatory drawings. However the method of connecting and operating the unit is the same. K015 En

IMPORTANT

The lightning flash with arrowhead symbol, within an equilateral triangle, is intended to alert the user to the presence of uninsulated "dangerous voltage" within the product's enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.

CAUTION
RISK OF ELECTRIC SHOCK DO NOT OPEN

CAUTION:
TO PREVENT THE RISK OF ELECTRIC SHOCK, DO NOT REMOVE COVER (OR BACK). NO USER-SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.

The exclamation point within an equilateral triangle is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the appliance.

D3-4-2-1-1_En-A

WARNING
This equipment is not waterproof. To prevent a fire or shock hazard, do not place any container filed with liquid near this equipment (such as a vase or flower pot) or expose it to dripping, splashing, rain or moisture. D3-4-2-1-3_A_En

WARNING
Before plugging in for the first time, read the following section carefully.
The voltage of the available power supply differs according to country or region. Be sure that the power supply voltage of the area where this unit will be used meets the required voltage (e.g., 230V or 120V) written on the side panel. D3-4-2-1-4_A_En

WARNING
To prevent a fire hazard, do not place any naked flame sources (such as a lighted candle) on the equipment. D3-4-2-1-7a_A_En

VENTILATION CAUTION
When installing this unit, make sure to leave space around the unit for ventilation to improve heat radiation (at least 5 cm at rear, and 3 cm at each side).

WARNING
Slots and openings in the cabinet are provided for ventilation to ensure reliable operation of the product, and to protect it from overheating. To prevent fire hazard, the openings should never be blocked or covered with items (such as newspapers, table-cloths, curtains) or by operating the equipment on thick carpet or a bed. D3-4-2-1-7b_A_En

Operating Environment
Operating environment temperature and humidity:
+5 °C – +35 °C (+41 °F – +95 °F); less than 85 %RH
(cooling vents not blocked)
Do not install this unit in a poorly ventilated area, or in locations exposed to high humidity or direct sunlight (or strong artificial light) D3-4-2-1-7c_A_En

If the AC plug of this unit does not match the AC outlet you want to use, the plug must be removed and appropriate one fitted. Replacement and mounting of an AC plug on the power supply cord of this unit should be performed only by qualified service personnel. If connected to an AC outlet, the cut-off plug can cause severe electrical shock. Make sure it is properly disposed of after removal.
The equipment should be disconnected by removing the mains plug from the wall socket when left unused for a long period of time (for example, when on vacation). D3-4-2-2-1a_A_En

CAUTION
The POWER switch on this unit will not completely shut off all power from the AC outlet. Since the power cord serves as the main disconnect device for the unit, you will need to unplug it from the AC outlet to shut down all power. Therefore, make sure the unit has been installed so that the power cord can be easily unplugged from the AC outlet in case of an accident. To avoid fire hazard, the power cord should also be unplugged from the AC outlet when left unused for a long period of time (for example, when on vacation). D3-4-2-2-2a_A_En

POWER-CORD CAUTION
Handle the power cord by the plug. Do not pull out the plug by tugging the cord and never touch the power cord when your hands are wet as this could cause a short circuit or electric shock. Do not place the unit, a piece of furniture, etc., on the power cord, or pinch the cord. Never make a knot in the cord or tie it with other cords. The power cords should be routed such that they are not likely to be stepped on. A damaged power cord can cause a fire or give you an electrical shock. Check the power cord once in a while. When you find it damaged, ask your nearest PIONEER authorized service center or your dealer for a replacement. S002_En

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CONFIRM ACCESSORIES

Operating Instructions 1

CAUTIONS REGARDING HANDLING

Location

Install the unit in a well-ventilated location where it will not be exposed to high temperatures or humidity.

- Do not install the unit in a location which is exposed to direct rays of the sun, or near stoves or radiators. Excessive heat can adversely affect the cabinet and internal components. Installation of the unit in a damp or dusty environment may also result in a malfunction or accident. (Avoid installation near cookers etc., where the unit may be exposed to oily smoke, steam or heat.)
- When the unit is used inside a carrying case or DJ booth, separate it from the walls or other equipment to improve heat radiation.

Cleaning the Unit

- Use a polishing cloth to wipe off dust and dirt.
- When the surfaces are very dirty, wipe with a soft cloth dipped in some neutral cleanser diluted five or six times with water and wrung out well, then wipe again with a dry cloth. Do not use furniture wax or cleaners.
- Never use thinners, benzene, insecticide sprays or other chemicals on or near this unit, since these will corrode the surfaces.

FEATURES

Designed for high sound quality

Analog signals are transmitted by the shortest circuitry and converted to digital format at 96 kHz sampling rate via a 24-bit high quality A/D converter. As a result, signals are passed to the digital mixing stage in the best possible state. Mixing is performed with a 32-bit DSP, totally eliminating any loss in fidelity, while the ideal level of filtering is introduced to produce optimum sound for DJ play.
These features are housed in a high-rigidity chassis with high-output power section and other features that carry on the high-fidelity performance of the DJM-1000, thus ensuring the utmost in clear and powerful club sound.

Manual Filter

This unit features Manual Effecter for more intuitive setting of effects, thus expanding the potential range of DJ play. In addition, by combining this with “beat effects,” an even wider range of effects can be produced, allowing a tremendous variety of remix and DJ play.

Beat effects

The “beat effects” so popular on the DJM-600 are continued here. Effects can be applied in linkage to the BPM (Beats Per Minute) count, thus allowing the production of a variety of sounds. Equipped with a broad range of special effects, including delay, echo, trans, filter, flanger, phaser, reverb, robot, crush, roll, reverse roll, uproll, and downroll.
This unit features an “effect frequency filter” allowing the user to limit what frequency bands are subjected to effects, and which are not. This enhances the degree of audio expression compared to conventional effecters that are applied to the entire frequency range.

Digital OUT

The digital output connectors support sampling rates 96 kHz/24-bit format and 48 kHz/24-bit format, making the unit even more convenient for cutting studio tracks or on other occasions when high sound fidelity is required. (Only linear PCM is supported.)

MIDI OUT

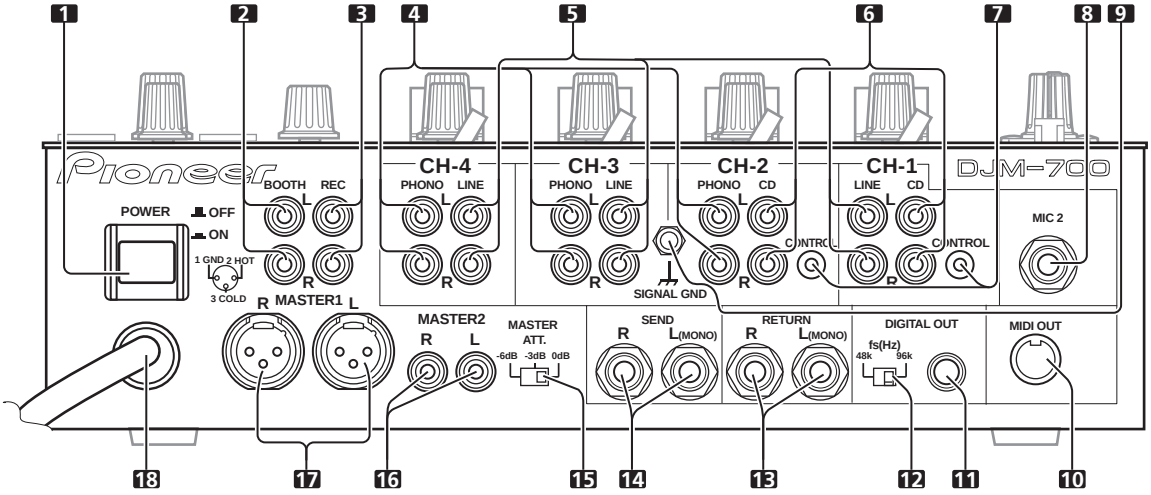
Virtually all the dial and switch information of the DJM-700 can be output in MIDI signal format, allowing a component supporting MIDI control to be controlled via MIDI.

Other functions

- A control cable can be used to connect the unit to a Pioneer DJ CD player, thus allowing playback to be linked to operation of the fader (“fader start play”).
- Built-in “3-band equalizer” supports level control within the range of +6 dB to –26 dB in each bandwidth.
- “Cross fader assignment” function allows each channel’s input to be assigned flexibly to a cross fader.
- “Talk over” function automatically lowers track volume during microphone input.
- “Fader curve adjustment” function allows modification of the cross fader and channel fader curves.

CONNECTIONS

CONNECTION PANEL



1 POWER switch

2 BOOTH monitor output connectors

RCA-type booth monitor output jack.
The sound level from these connectors is controlled independently by the **BOOTH MONITOR LEVEL** dial, regardless of the position of the **MASTER LEVEL** dial.

3 Recording output connectors (REC)

RCA type output connectors for recording.

4 PHONO input connectors

RCA type phono level (MM cartridge) input connectors.
Do not use for inputting line level signals.

5 LINE input connectors

RCA type line level input connectors.
Use to connect a cassette deck or other line level output component.

6 CD input connectors

RCA type line level input connectors.
Use to connect a DJ CD player or other line level output component.

7 CONTROL connectors

Ø3.5 mm mini-connector. Use to connect to the control connector of a Pioneer DJ CD player.
When the connectors are connected, the DJM-700s fader can be used to perform start/stop on the DJ CD player.

8 Two microphone input jacks (MIC 2)

Connect microphones equipped with phone-type plugs.

9 Signal grounding terminals (SIGNAL GND)

Reduces noise when connecting an analog turntable.

10 MIDI OUT connector

DIN type output connector.
Use to connect to other MIDI component (see P. 21).

11 DIGITAL OUT connector

RCA type digital coaxial output connector.
Master audio digital output.

12 Sampling frequency selector switch (fs 48 k/96 k)

Use to set the sampling frequency of the digital output to 96 kHz/24-bit format or 48 kHz/24-bit format.

- Turn power off before changing this switch position.

13 RETURN connectors

Ø6.3 mm phone-type input connectors.
Use to connect to the output connectors of external effectors or similar components.
When the L channel only is connected, the L channel input is simultaneously input to the R channel.

14 SEND output connectors

Ø6.3 mm phone-type output connectors.
Use to connect to the input connectors of external effectors or other similar components. When the L channel only is connected, a L+R monaural signal is output.

15 Master output attenuator switch (MASTER ATT)

Use to attenuate the level of the master 1 and master 2 outputs. Attenuation can be set to 0 dB, –3 dB, or –6 dB.

16 MASTER 2 output connectors

RCA type unbalanced output.

17 MASTER 1 output connectors

XLR type (male) balanced output.

- When using a cord with RCA-type plug, users are recommended to connect the plug directly to the **MASTER 2** connectors without using an XLR/RCA converter plug.

18 Power cord

Connect to ordinary AC outlet.

Always turn off the power switch and disconnect the power plug from its outlet when making or changing connections.

CONNECTING INPUTS

Pioneer DJ CD players

The audio output connectors of a DJ-type CD player can be connected to the **CD** input connectors (channel 1 or 2), or to the **LINE** input connectors (channel 1) of the DJM-700.

Connect the control cord to the **CONTROL** jack, and set the input selector switch to [**CD**] or [**LINE**].

Analog turntable

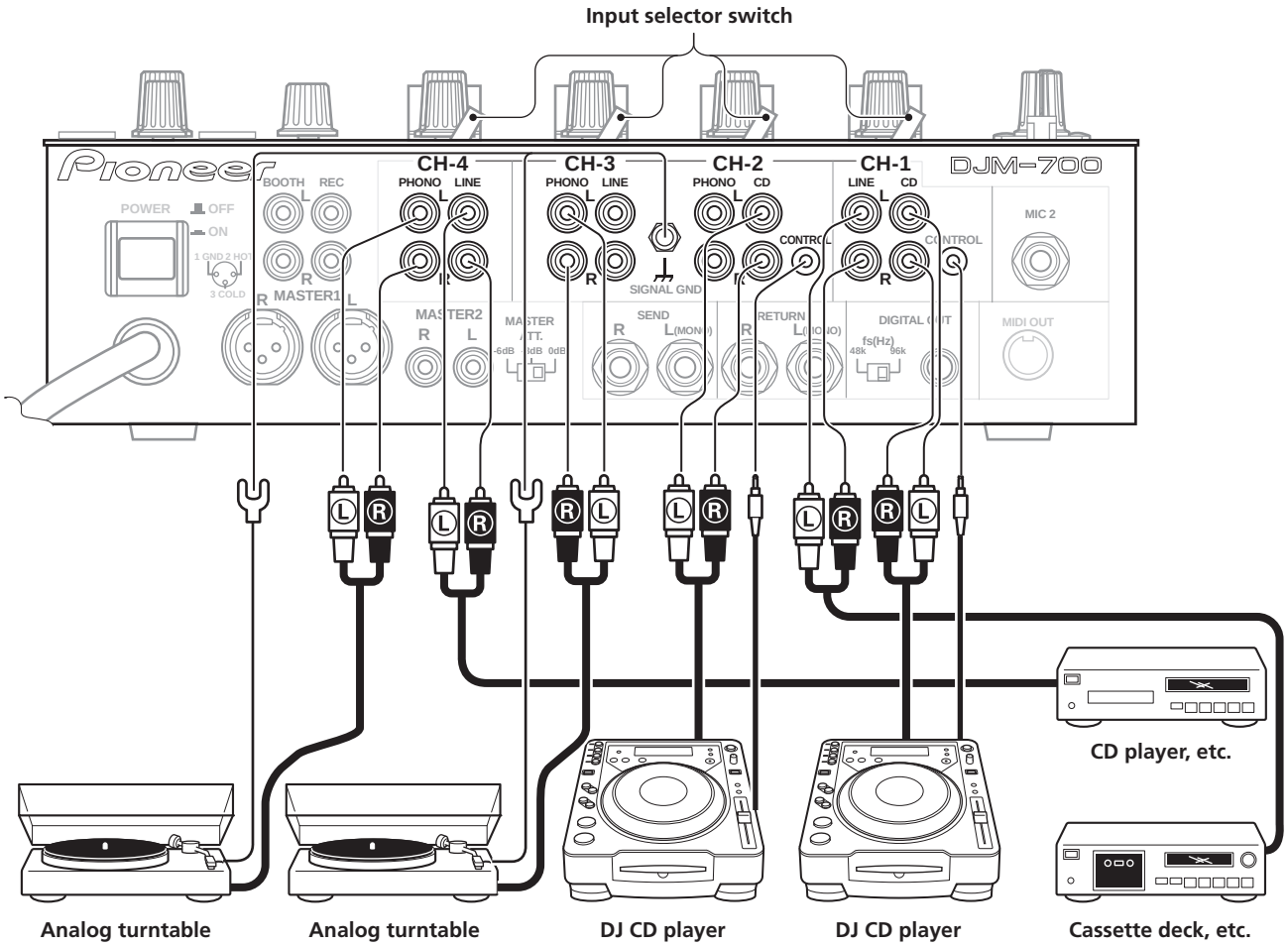
To connect an analog turntable, connect the turntable's audio output cable to one of the channel 2 to 4 **PHONO** input connectors. Set the corresponding channel's input selector switch to [**PHONO**]. The DJM-700s **PHONO** inputs support MM cartridges.

Connect the ground wire from an analog turntable to the **SIGNAL GND** terminal of the DJM-700.

- Note that no **PHONO** input connector is provided for channel 1.

Connecting other line level output devices

To use a cassette deck or ordinary CD player, connect its audio output connectors to one of the DJM-700s **LINE** input connectors (channel 1, 3, or 4) or to the **CD** input connectors (channel 1 or 2), and set the input selector switch to [**LINE**].



CONNECTING EXTERNAL EFFECTORS, OUTPUT CONNECTORS

Master output

This unit is furnished with balanced output **MASTER 1** (supporting XLR plugs), and unbalanced output **MASTER 2** (supporting RCA plugs).
Using the **MASTER ATT** switch, adjust the output level to match the input sensitivity of the power amplifier used.
If the operating panel's **MONO/STEREO** switch is set to [**MONO**], the master output will be a monaural combination of L+R channels.

Booth monitor output

Unbalanced output supporting RCA-type plug. The sound volume for this output is controlled by the **BOOTH MONITOR LEVEL** dial, independently of the master output level setting.

Recording output

These are output connectors for recording, supporting RCA plugs.

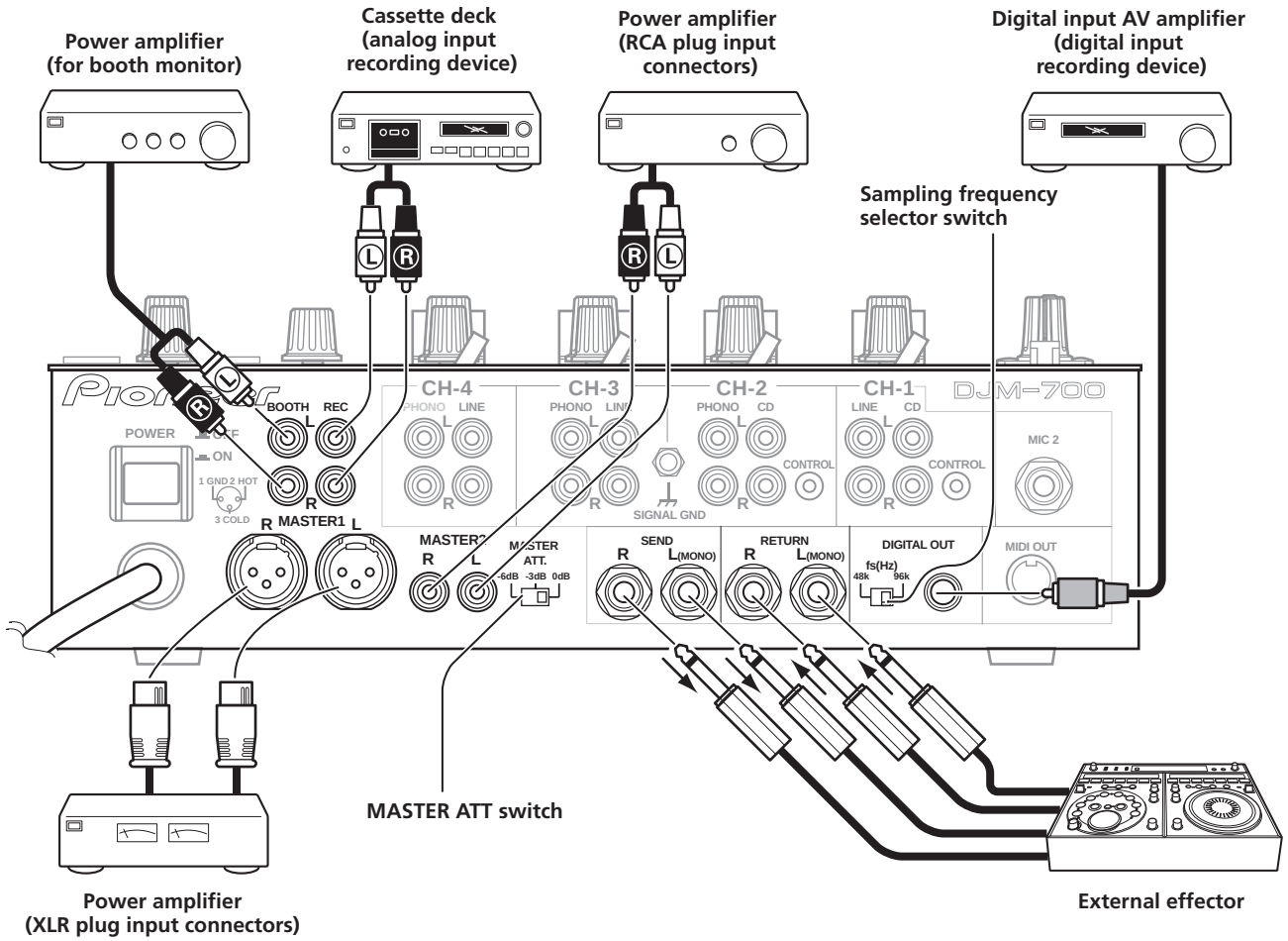
Digital output

This is a coaxial digital output connector, supporting RCA plugs. The sampling frequency can be set to 96 kHz/24-bit format or 48 kHz/24-bit format to match the connected device.

- Turn power off before changing this switch position.

External effector

Use a cable with Ø6.3 mm phone plugs to connect the DJ mixer's **SEND** connectors to the effector's input connectors.
When using an effector with monaural inputs, connect only to the DJ mixer's L channel output. In this way, the mixed L+R audio signal will be sent to the effector. In the same way, use a cable with Ø6.3 mm phone plugs to connect the DJ mixer's **RETURN** connectors to the output connectors of the effector.
If the effector has only monaural output, connect to the DJ mixer's L channel input only. The signal from the effector will be input to both L and R channels.
When using an external effector, set the effect selector to [**SND/RTN**].



ABOUT MIDI CONNECTORS

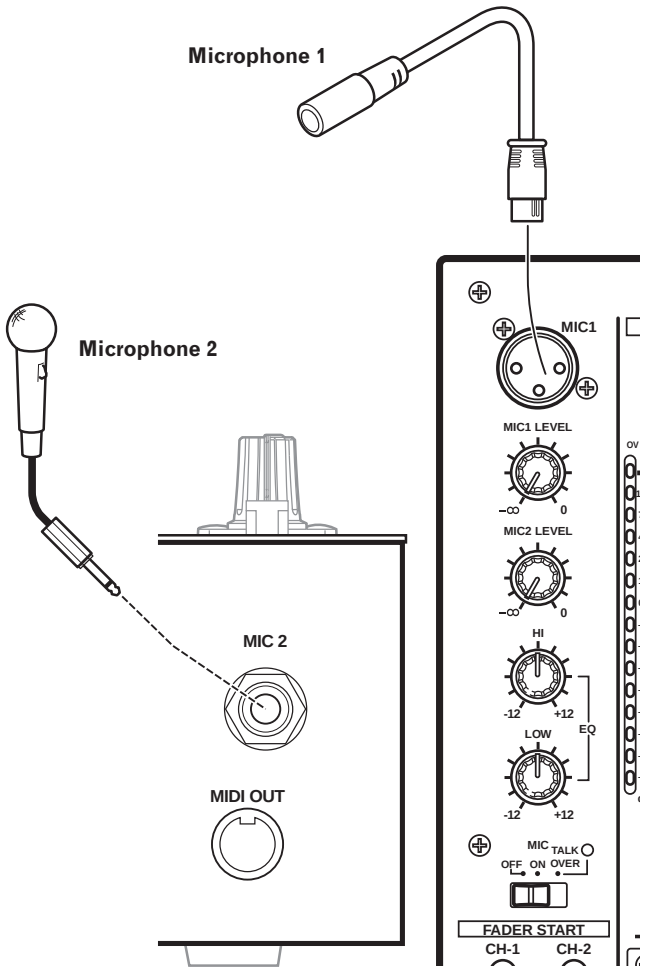
See P. 21 regarding the functions of MIDI connectors.

CONNECTING MICROPHONE AND HEADPHONES

Microphone

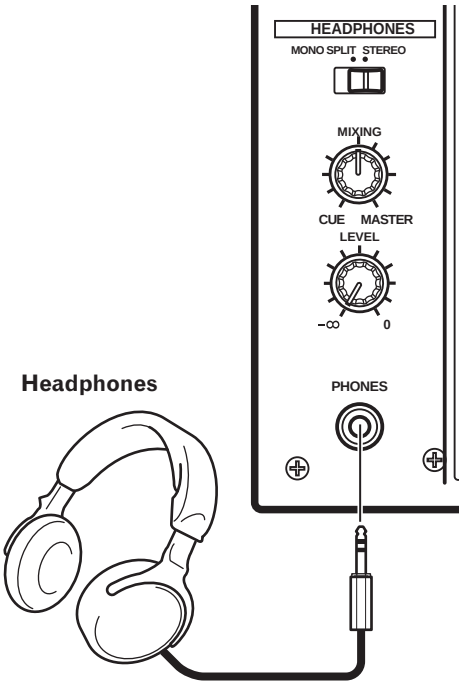
A microphone with XLR-type plug can be connected to the **MIC 1** connector on the Operation Panel (upper) .
The **MIC 2** jack on the connection panel can be used to connect a microphone with Ø6.3 mm phone plugs.

- When using a microphone, set the operating panel's **MIC** switch to [**ON**] or [**TALK OVER**], and adjust the **LEVEL** dial as necessary.
  When not using a microphone, it is recommended to set the **MIC** switch to [**OFF**] and rotate the **LEVEL** dial fully counterclockwise to the [–∞] side.



Headphones

The **PHONES** jack on the upper surface of the operating panel can be used to connect headphones with a Ø6.3 mm stereo phone plug.



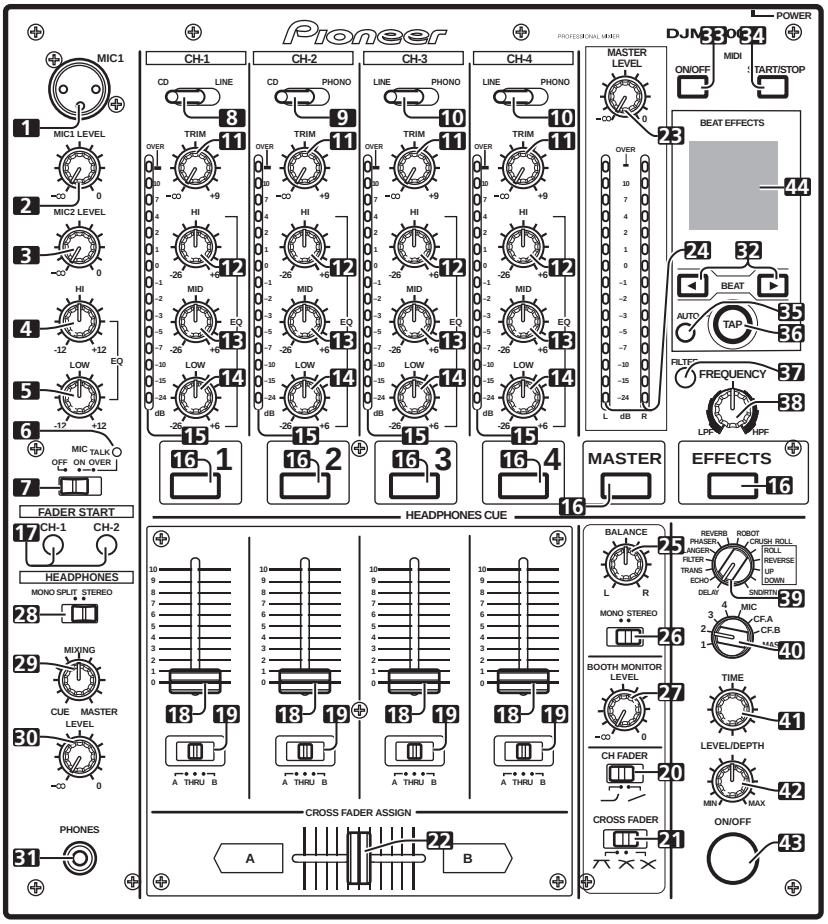
CONNECTING THE POWER CORD

Connect the power cord last.

- After completing all other connections, connect the power plug to an ordinary AC outlet.

NAMES AND FUNCTIONS OF PARTS

OPERATION PANEL



1 Microphone 1 input jack (MIC 1)
Connect microphone with XLR-type plug.

2 Microphone 1 level control dial (MIC 1 LEVEL)
Use to adjust the volume of microphone 1. (adjustable range –∞ to 0 dB)

3 Microphone 2 level control dial (MIC 2 LEVEL)
Use to adjust the volume of microphone 2. (adjustable range –∞ to 0 dB)

4 Microphone equalizer high-range control dial (HI)
Use to adjust the treble (high-range) frequencies of microphones 1 and 2. (adjustable range –12 dB to +12 dB)

5 Microphone equalizer low-range control dial (LOW)
Use to adjust the bass (low-range) frequencies of microphones 1 and 2. (adjustable range –12 dB to +12 dB)

6 Microphone function indicator
Lights when microphone is ON; flashes when **TALK OVER** is ON.

7 Microphone function selector switch (MIC)
OFF:
No microphone sound is output.
ON:
Microphone sound is output normally.
TALK OVER:
Microphone sound is output; when sound is input to a connected microphone, the TALK OVER function operates and all sound other than that from the microphone is attenuated by 20 dB.

- When not using the TALK OVER function, it is recommended to set the switch to the [**OFF**] or [**ON**] position.

8 Channel 1 input selector switch
CD:
Selects **CD** input (line level analog input).
LINE:
Use to select **LINE** input connectors.

9 Channel 2 input selector switch
CD:
Selects **CD** input (line level analog input).
PHONO:
Use to select **PHONO** input connectors (analog turntable input).

10 Channel 3, 4 input selector switch
LINE:
Selects **LINE** input (line level analog input).
PHONO:
Use to select **PHONO** input connectors (analog turntable input).

11 TRIM adjust dial
Use to adjust the input level for each channel. (adjustable range: –∞ to +9 dB, mid-position is about 0 dB)

12 Channel equalizer high-range adjust dial (HI)
Use to adjust the treble (high-range) frequency sound for each channel. (adjustable range: –26 dB to +6 dB)

13 Channel equalizer mid-range adjust dial (MID)
Use to adjust the mid-range frequency sound for each channel. (adjustable range: –26 dB to +6 dB)

14 Channel equalizer low-range adjust dial (LOW)
Use to adjust the bass (low-range) frequency sound for each channel. (adjustable range: –26 dB to +6 dB)

15 Channel level indicator
Displays the current level for each channel, with two-second peak hold.

16 HEADPHONES CUE buttons/indicators
These buttons are used to select from **1** to **4**, **MASTER**, or **EFFECTS**, to allow you to monitor the desired source through headphones. If multiple buttons are pressed simultaneously, the selected audio sources are mixed. Press the button once more to cancel the selected source. Unselected buttons glow darkly, while selected source buttons light brightly.

17 Fader start button/indicator (FADER START CH-1, CH-2)
Enables the fader start/back cue function for the channel to which a DJ CD player is connected. The button lights when set to ON. When enabled, the operation differs depending on the setting of the **CROSS FADER ASSIGN** switch.

- When the **CROSS FADER ASSIGN** switch is set to the [**A**] or [**B**] position, fader start button operation is linked to the operation of the cross fader (and unlinked to channel fader).
- When the **CROSS FADER ASSIGN** switch is set to the [**THRU**] position, fader start button operation is linked to the operation of the channel fader (and unlinked to cross fader).

18 Channel fader lever
Use to adjust sound volumes for each channel. (adjustable range: –∞ to 0 dB)
Output is in accordance with the channel fader curve selected with the **CH FADER** curve switch.

19 CROSS FADER ASSIGN switch
This switch assigns each channel's output to either right or left side of the cross fader (if multiple channels are assigned to the same side, the result will be the combined sum of the channels).

A:
The selected channel is assigned to the cross fader's A (left) side.

THRU:
The channel fader's output is sent as is to the master output, without being passed through the cross fader.

B:
The selected channel is assigned to the cross fader's B (right) side.

20 Channel fader curve switch (CH FADER)
This switch allows the user to select from two types of channel fader curve response. This setting is applied equally to channels 1 to 4.

- At the left setting, the curve operates to produce a rapid rise as the channel fader approaches its distant position.
- At the right setting, the curve operates to produce an even, neutral rise throughout the channel fader's movement.

21 Cross fader curve switch (CROSS FADER)
This switch allows the user to select from three types of cross fader curve response.

- At the left setting, the curve produces a rapid signal rise. (As soon as the cross fader lever leaves the [**A**] side, the [**B**] channel sound is produced.)
- At the right setting, the curve operates to produce an even, neutral rise throughout the cross fader's movement.
- At the middle setting, an intermediate curve is produced, midway between the two curves noted above.

22 Cross fader lever
Outputs sound assigned to [**A**] and [**B**] sides in accordance with setting of the **CROSS FADER ASSIGN** switch, and subject to the cross fader curve selected with the **CROSS FADER** curve switch.

23 Master output level dial (MASTER LEVEL)
Use to adjust the master output level. (adjustable range: –∞ to 0 dB)
The master output is the sum combination of the sound from channels set to [**THRU**] with the **CROSS FADER ASSIGN** switch; the signal passed through the cross fader; and the signals from microphone 1 and microphone 2 (if the effect selector is set to [**SND/RTN**], the **RETURN** input is also added).

24 Master level indicator (MASTER L, R)
These segment indicators display the output level from L and R channels. The indicators have a two-second peak hold.

25 Master balance dial (BALANCE)
Use to adjust the L/R channel balance for master output, booth monitor output, recording output, and digital output.

26 Master output MONO/STEREO selector switch
When set to the [**MONO**] position, master output, booth monitor output, recording output, digital output are all produced in L+R monaural.

27 BOOTH MONITOR LEVEL control dial
This dial is used to adjust the booth monitor output volume. The volume can be adjusted independently of the master output level. (adjustable range: –∞ to 0 dB)

28 Headphones output switch (MONO SPLIT/STEREO)
MONO SPLIT:
When **HEADPHONES CUE** (**1**, **2**, **3**, **4** or **EFFECTS**) button is selected, the selected audio is output to the L channel. When **HEADPHONES CUE** (**MASTER**) button is selected, the master audio is output from the R channel.

STEREO:
The audio source selected with the **HEADPHONES CUE** button is output in stereo.

29 Headphones mixing dial (MIXING)
When rotated clockwise (toward [**MASTER**]), the master output audio is produced at the headphones (only when [**MASTER**] has been selected with the **HEADPHONES CUE** button); when rotated counterclockwise (toward [**CUE**]), the headphones output becomes the mixture of the effect monitor and the channel selected with the **HEADPHONES CUE** button.

In the middle position, the audio from [**MASTER**] and [**CUE**] will be output.

30 Headphones level adjust dial (LEVEL)
Adjusts the output level of the headphones jack. (adjustable range: –∞ to 0 dB)

31 Headphones jack (PHONES)
Connect to headphones equipped with phone-type jack.

32 Beat select buttons (◄ BEAT ►)
► (Beat up):Doubles the calculated BPM.
◄ (Beat down):Halves the calculated BPM.
(P. 18)

- Some effects can be set for **"3/4"**.

With some effects, these are used for functions other than setting the beat.

33 MIDI ON/OFF button
Sets MIDI output function (not including timing lock) to ON/OFF. When power is first turned ON, automatically defaults to OFF.

34 MIDI start/stop button (MIDI START/STOP)
Outputs START/STOP signal for MIDI control function (see P. 21). When this control is enabled, the [**MIDI START (STOP)**] message appears for two seconds on the display.

MIDI SNAP SHOT:
When the **MIDI START/STOP** button is held depressed, a snapshot is sent to the external MIDI component.

35 BPM measuring mode button (AUTO)
Switches between the BPM measuring modes AUTO and TAP. When [**AUTO**] indicator on the display is lighted, the BPM will be measured automatically.

36 TAP button
The BPM is calculated from the intervals at which the **TAP** button is struck. If the **TAP** button is pressed in the AUTO mode, the mode automatically switches to the TAP mode (manual input).

37 MANUAL/EFFECT Frequency filter button
Use to switch between manual filter and effect frequency filter.

When power is first turned ON, defaults to effect frequency filter and the button indicator lights. When manual filter is selected, the button indicator does not light.

38 Manual filter adjust dial (FREQUENCY)
Use to adjust the cutoff frequency of the selected filter.

39 Effect selector (DELAY, ECHO, TRANS, FILTER, FLANGER, PHASER, REVERB, ROBOT (ROBOT VOCODER), CRUSH, ROLL, REVERSE (REVERSE ROLL), UP (UP ROLL), DOWN (DOWN ROLL), SND/RTN (SEND/RETURN))
Use to select desired type of effect (P. 16).
When using an external effector connected to the **SEND** and **RETURN** connectors, set to the [**SND/RTN**] position.

40 Effect channel selector (1, 2, 3, 4, MIC, CF.A, CF.B, MASTER)
Use to select the channel to which effects are applied (P. 18). When [**MIC**] is selected, effects are applied to both microphone 1 and microphone 2.

41 Effect parameter 1 dial [TIME (PARAMETER 1)]
Adjusts time parameter for selected effect (P. 18, 20) (With some effects, this is used for adjustments other than time parameters.)

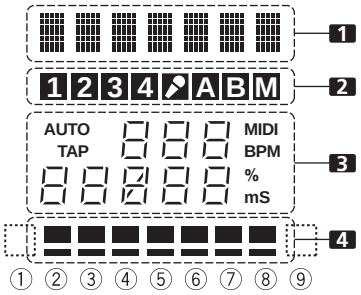
- If the **TIME** dial is rotated while depressing the **TAP** button, direct BPM can be set manually.
- If the **TIME** dial is rotated while holding the **TAP** button and **AUTO/TAP** buttons depressed, the BPM can be set in 0.1 units.

42 Effect parameter 2 dial [LEVEL/DEPTH (PARAMETER 2)]
Adjusts quantitative parameters for selected effect (P. 18, 20).

43 Effect button/indicator (ON/OFF)
Sets selected effect ON/OFF (P. 18). When power is first turned ON, defaults to effect OFF. When set to effect OFF, the button indicator lights. When effects are enabled (ON), the button flashes.

44 Display
See the following section for details.

DISPLAY SECTION



1 Effects display section
Text display (7 characters) displays effect name as shown in accompanying table. Also, when one of the change operations is performed as noted in the table, the corresponding characters are displayed for two seconds, after which the display returns to the original effect name.

Switching Operation	Display
At MIDI start	**START**
At MIDI stop	**STOP**
MIDI snapshot	**SNAP**
When MIDI output function is ON	**MIDI On**
When MIDI output function is OFF	**MIDIOff**

2 Channel select display section
Lights position selected by effect channel selector.

3 Parameter display section
AUTO/TAP:
[**AUTO**] lights when the BPM measuring mode is set to AUTO, and [**TAP**] lights when the BPM measuring mode is set to manual (TAP).

BPM counter display (3 digits)**:**
In AUTO mode, displays the automatically detected BPM value. If the BPM count cannot be detected automatically, the display will flash at the previously detected value. In manual (TAP) mode, displays the BPM value designated by TAP input, etc.

BPM:
Lights constantly.

MIDI:
Indicates status of MIDI output function ON/OFF.

- Lights when MIDI output function is ON.
- Not lighted when MIDI output function is OFF.

Parameter 1 display (5 digits)**:**
Displays parameters designated for each effect. When the beat select buttons (**BEAT** ◄, ►) are pressed, the corresponding beat multiple change is displayed for two seconds. If the beat select buttons (**BEAT** ◄, ►) are used to designate a value outside the parameter range, the current number will flash but will not change.

Unit Display (%/ms):
Lights in accordance with the unit used for each effect.

English

4 Beat display section

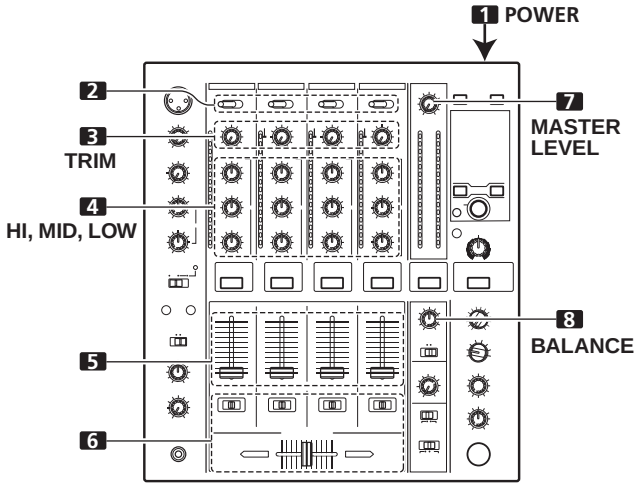
Displays the location of parameter 1 relative to BPM (1/1 beat). The lower row is lighted constantly. When the parameter 1 location approaches a threshold value, the corresponding indicator is lighted. When the parameter 1 is between threshold values, the indicator flashes. Although the display includes seven actual indicators, the values of the two ends can also be considered to represent indicators, with the result that nine positions can be logically assumed. When the values are at the two ends, no indicators light.

Effect selector	1 Effect display	3 Parameter display				4 Beat display								
	Effect name	Minimum value	Maximum value	Default	Unit	①	②	③	④	⑤	⑥	⑦	⑧	⑨
DELAY	DELAY	1	4 000	500	ms	1/8	1/4	1/2	3/4	1/1	2/1	4/1	8/1	16/1
ECHO	ECHO	1	4 000	500	ms	1/8	1/4	1/2	3/4	1/1	2/1	4/1	8/1	16/1
TRANS	TRANS	10	16 000	500	ms	1/16	1/8	1/4	1/2	1/1	2/1	4/1	8/1	16/1
FILTER	FILTER	10	32 000	2 000	ms	1/4	1/2	1/1	2/1	4/1	8/1	16/1	32/1	64/1
FLANGER	FLANGER	10	32 000	2 000	ms	1/4	1/2	1/1	2/1	4/1	8/1	16/1	32/1	64/1
PHASER	PHASER	10	32 000	2 000	ms	1/4	1/2	1/1	2/1	4/1	8/1	16/1	32/1	64/1
REVERB	REVERB	1	100	50	%	10	20	30	40	50	60	70	80	90
ROBOT	ROBOT	–100	100	0	%	—	–100	–66	–50	0	26	50	100	—
CRUSH	CRUSH	10	32 000	2 000	ms	1/4	1/2	1/1	2/1	4/1	8/1	16/1	32/1	64/1
ROLL	ROLL	10	4 000	500	ms	1/16	1/8	1/4	1/2	1/1	2/1	4/1	8/1	16/1
REV ROLL	REVROLL	10	4 000	500	ms	1/16	1/8	1/4	1/2	1/1	2/1	4/1	8/1	16/1
UP ROLL	UP ROLL	10	4 000	500	ms	1/16	1/8	1/4	1/2	1/1	2/1	4/1	8/1	16/1
DOWN ROLL	DWNROLL	10	4 000	500	ms	1/16	1/8	1/4	1/2	1/1	2/1	4/1	8/1	16/1
SND/RTN	SND/RTN													

Shaded items ▭ are not displayed.

MIXER OPERATIONS

BASIC OPERATIONS



1 **Set rear panel POWER switch to ON.**

2 **Set the input selector switch for the desired channel to choose the connected component.**
- CH1: Set to [**CD**] or [**LINE**].
  CH2: Set to [**CD**] or [**PHONO**].
  CH3/4: Set to [**LINE**] or [**PHONO**].

3 **Use the TRIM dial to adjust the input level.**

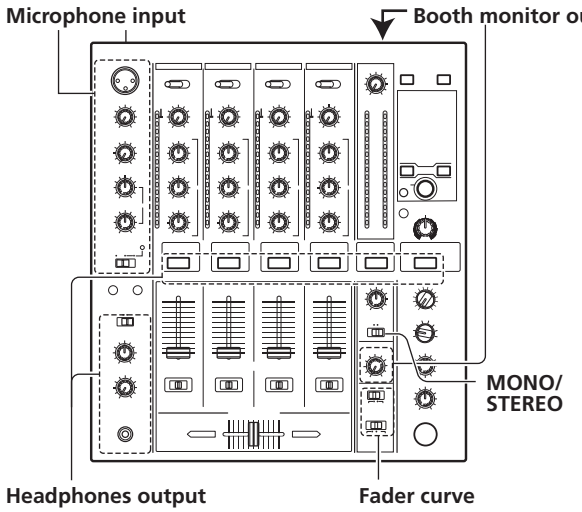
4 **Use the channel equalizer dials (HI, MID, LOW) to adjust the tone.**

5 **Use the channel fader lever to adjust the sound volume of the selected channel.**

6 **To use the cross fader on the selected channel, set the CROSS FADER ASSIGN switch to either cross fader channel A or channel B, and operate the cross fader lever.**
- When not using the cross fader, set the **CROSS FADER ASSIGN** switch to [**THRU**].

7 **Use the MASTER LEVEL dial to adjust the overall sound volume.**

8 **Use the BALANCE dial to adjust the sound balance between right and left.**



[Selecting Stereo or Monaural]

When the **MONO/STEREO** switch is set to [**MONO**], the master output becomes a monaural combination of L+R channels.

[Microphone Input]

1 **To use a microphone, set the MIC switch to [ON] or [TALK OVER].**
- When the switch is set to [**TALK OVER**], any time a sound of over –15 dB is detected by the microphone, the output for all sound sources other than the microphone are attenuated by 20 dB.

2 **Use the MIC 1 LEVEL dial to adjust the sound volume of MIC 1, and use the MIC 2 LEVEL dial to adjust the sound volume of MIC 2.**

3 **Use the microphone equalizer dials (HI, LOW) to adjust the tone of the microphone sound.**
- The microphone equalizer function operates simultaneously on microphone 1 and 2.

[Booth Monitor Output]

1 **Use the BOOTH MONITOR LEVEL dial to adjust the sound volume.**
- The **BOOTH MONITOR LEVEL** dial can be used to adjust the sound volume independently of the **MASTER LEVEL** dial.

[Headphones Output]

1 **Use the HEADPHONES CUE buttons (channels 1 to 4, MASTER, EFFECTS) to select the source.**
- The selected **HEADPHONES CUE** button lights brightly.

2 **Set the headphones (MONO SPLIT/STEREO) switch.**
- When **HEADPHONES CUE** (**1**, **2**, **3**, **4** or **EFFECTS**) button is selected, the selected audio is output to the L channel. When **HEADPHONES CUE** (**MASTER**) button is selected, the master audio is output from the R channel.
- When set to the [**STEREO**] position, the sound corresponding to the selected **HEADPHONES CUE** button is output in stereo.

3 **When [MONO SPLIT] is selected, use the MIXING dial to adjust the balance of sound between the left channel (sound selected with the HEADPHONES CUE button), and the right channel (the master sound – but only when the HEADPHONES CUE button for the [MASTER] is ON).**
- When the **MIXING** dial is rotated clockwise (toward [**MASTER**]), the master output (only when the **HEADPHONES CUE** button for the [**MASTER**] is ON) increases; when rotated counterclockwise (toward [**CUE**]), the sound selected with the **HEADPHONES CUE** button is output.

4 **Use the LEVEL dial to adjust the headphones' sound volume.**

[Fader Curve Selection]

Select sound-volume curve corresponding to fader operation.

Use the CH FADER switch to select the desired channel fader response curve.

- At the left setting, the curve operates to produce a rapid rise as the channel fader approaches its distant position.
- At the right setting, the curve operates to produce an even, neutral rise throughout the channel fader's movement.
- This setting applies equally to channels 1 to 4.

Use the CROSS FADER curve switch to select the cross fader curve response.

- At the left setting, the curve produces a rapid signal rise. (As soon as the cross fader lever leaves the [**A**] side, the [**B**] channel sound is produced.)
- At the right setting, the curve operates to produce an even, neutral rise throughout the cross fader's movement.
- At the middle setting, an intermediate curve is produced, midway between the two curves noted above.
- This setting produces equal curve effects for both sides A and B.

FADER START FUNCTION

By connecting the optional Pioneer DJ CD Player control cable, the channel fader and cross fader can be used to start CD playback.

When the mixer's channel fader lever or cross fader lever are moved, the CD player is released from the pause mode and automatically –and instantly – begins playback of the selected track. Also, when the fader lever is returned to its original position, the CD player returns to its cue point (back cue), thus allowing "sampler" type play.

Cross fader start play and back cue play

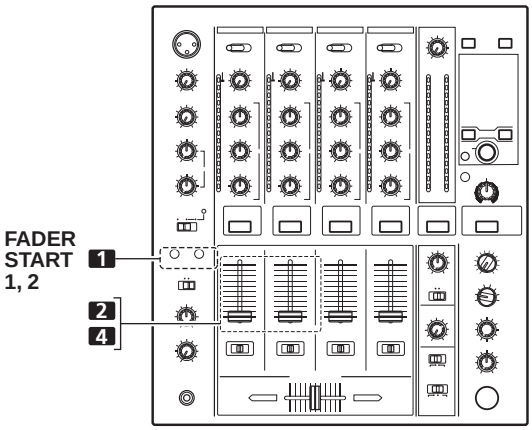
When the CD player assigned to cross fader channel A is set to standby at a cue point, moving the cross fader lever from the right (B) side toward the left (A) side automatically starts play on the channel A CD player.

When the cross fader lever reaches the left (A) side, the CD player assigned to channel B goes to back cue (returns to cue point).

Also, when the CD player assigned to channel B is set to standby at a cue point, moving the cross fader lever from the left (A) side to the right (B) side automatically starts playback on the channel B CD player. When the cross fader lever reaches the right (B) side, the CD player assigned to channel A goes to back cue (returns to cue point).

- The back cue is performed even if the input selector switch is not set to [**CD**] or [**LINE**].

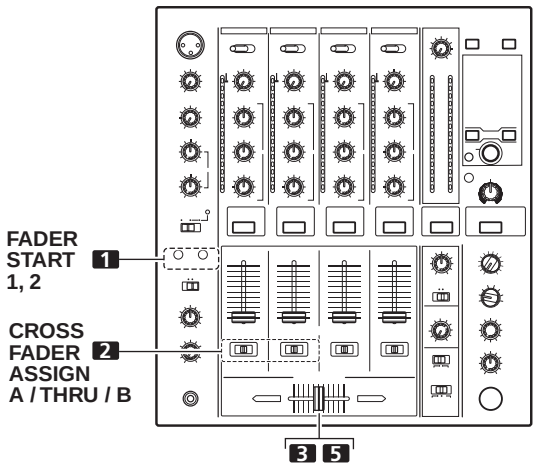
[Using the Channel Fader to Start Playback]



1. **Press the FADER START button for the channel (1, 2) connected to the CD player you wish to control.**
   - The button for the selected channel lights.
2. **Set the channel fader lever to "0".**
3. **Set the CD player to the desired cue point, and engage cue point standby.**
   - If a cue point has already been set, it is not necessary to set the CD player to standby at the cue point.
4. **At the instant you wish to start playback, move the channel fader lever.**
   - CD player begins playback.
   - After playback has begun, if the channel fader lever is returned to the [**0**] position, the CD player returns to the cue point and re-enters standby mode (back cue).

- Playback control is possible with the channel fader only with the **CROSS FADER ASSIGN** switch is set to [**THRU**].

[Using the Cross Fader to Start Playback]



1 **Press the FADER START button for the channel (1, 2) connected to the CD player you wish to control.**
   - The button for the selected channel lights.

2 **Set the CROSS FADER ASSIGN switch for the selected channel to [A] or [B].**
   - Select [**A**] to assign to cross fader channel A (left side).
   - Select [**B**] to assign to cross fader channel B (right side).

3 **Move the cross fader lever to the full opposite side away from the CD player you wish to start.**

4 **Set the CD player to the desired cue point, and engage cue point standby.**
   - If a cue point has already been set, it is not necessary to set the CD player to standby at the cue point.

5 **At the instant you wish to start playback, move the cross fader lever.**
   - CD player begins playback.
   - After playback has begun, if the cross fader lever is moved fully to the opposite side, the CD player assigned to the opposite side channel will return to the cue point and enter standby mode (back cue).

EFFECT FUNCTIONS

This unit can produce a total of 15 basic beat effects (including SND/RTN) through beat effects linked to the BPM and manual filters or effect frequency filters linked to the **FREQUENCY** dial. Additionally, by adjusting the parameters for each effects, a wide range of effects can be produced.

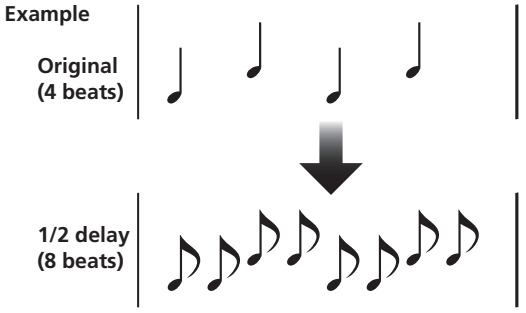
A wide variety of beat effects can be created by adjusting the temporal parameter through the **TIME** dial (Parameter 1) as well as the quantitative parameter through the **LEVEL/DEPTH** dial (Parameter 2).

A low-pass filter effect or high-pass filter effect can be created with the manual filter or effect frequency filter depending on the positioning of the **FREQUENCY** dial. Additionally, by combining beat effects with the manual filter or effect frequency filter, a wide range of effects can be created.

TYPES OF BEAT EFFECTS

1 DELAY (One repeat sound)

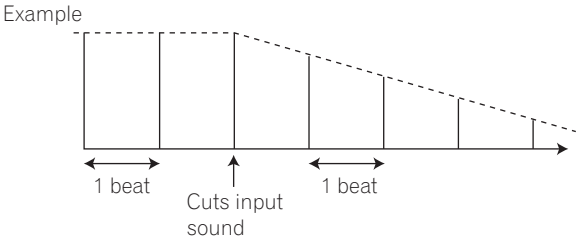
This function allows a delay sound with beat of 1/8, 1/4, 1/2, 3/4, 1/1, 2/1, 4/1, 8/1, or 16/1 to be added quickly and simply. For example, When a 1/2 beat delay sound is added, four beats become eight beats. Also, by adding a 3/4 beat delay sound, the rhythm becomes syncopated.



2 ECHO (Multiple repeat sounds)

This function allows an echo sound with beat of 1/8, 1/4, 1/2, 3/4, 1/1, 2/1, 4/1, 8/1, or 16/1 to be added quickly and simply. For example, when a 1/1 beat echo sound is used to cutoff the input sound, a sound in synch with the beat is repeated together with fadeout.

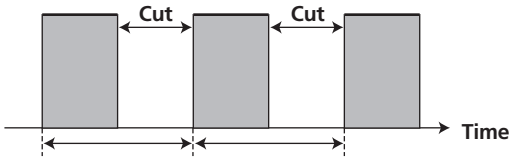
Also, by adding a 1/1 beat echo to the microphone, the microphone sound repeats in synch with the music beat. If a 1/1 beat echo is applied to the vocal portion of a track, the song takes on an effect reminiscent of a “round”.



3 Auto TRANS

In units of 1/16, 1/8, 1/4, 1/2, 1/1, 2/1, 4/1, 8/1, or 16/1 beat, the sound is automatically cut in synch with the rhythm.

Example

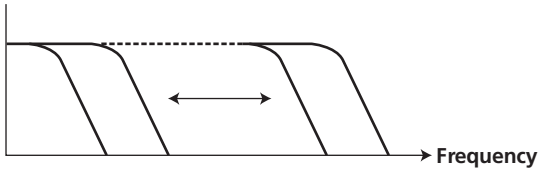


1 cycle =1/16, 1/8, 1/4, 1/2, 1/1, 2/1, 4/1, 8/1, or 16/1 beat

4 FILTER

In units of 1/4, 1/2, 1/1, 2/1, 4/1, 8/1, 16/1, 32/1, or 64/1 beat, the filter frequency is moved, greatly changing the sound coloration.

Example

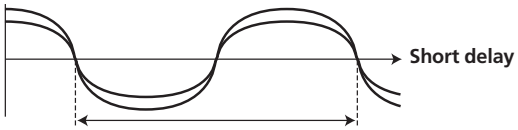


1 cycle =1/4, 1/2, 1/1, 2/1, 4/1, 8/1, 16/1, 32/1, or 64/1 beat

5 FLANGER

In units of 1/4, 1/2, 1/1, 2/1, 4/1, 8/1, 16/1, 32/1, or 64/1 beat, 1 cycle of flanger effect is produced quickly and easily.

Example

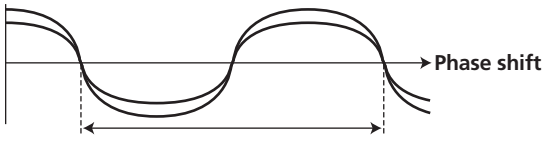


1 cycle =1/4, 1/2, 1/1, 2/1, 4/1, 8/1, 16/1, 32/1, or 64/1 beat

6 PHASER

In units of 1/4, 1/2, 1/1, 2/1, 4/1, 8/1, 16/1, 32/1, or 64/1 beat, 1 cycle of phaser effect is produced quickly and easily.

Example



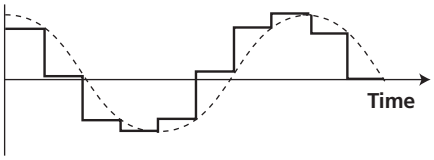
1 cycle = 1/4, 1/2, 1/1, 2/1, 4/1, 8/1, 16/1, 32/1, or 64/1 beat

7 REVERB
Produces reverberation effect.

8 ROBOT
Generates sound effect resembling that produced by a robot. When ROBOT is applied to microphone sound, a voice-changer effect is produced.

9 CRUSH
Allows rapid creation of cyclically changing "crush sound effect" in beats of 1/4, 1/2, 1/1, 2/1, 4/1, 8/1, 16/1, 32/1, or 64/1.

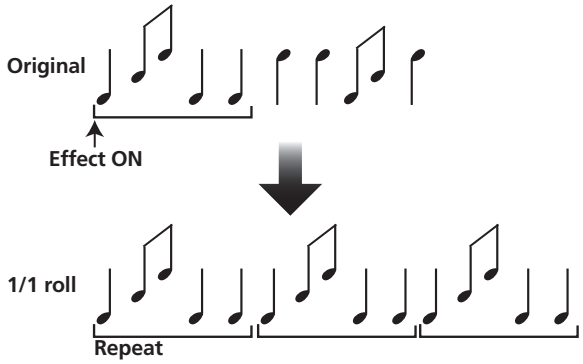
Example



1 cycle = 1/4, 1/2, 1/1, 2/1, 4/1, 8/1, 16/1, 32/1, or 64/1 beat

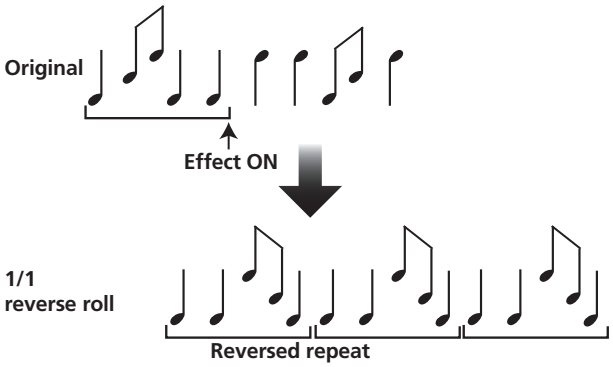
10 ROLL
Records sounds at 1/16, 1/8, 1/4, 1/2, 1/1, 2/1, 4/1, 8/1, 16/1 beats and plays them repeatedly.

Example



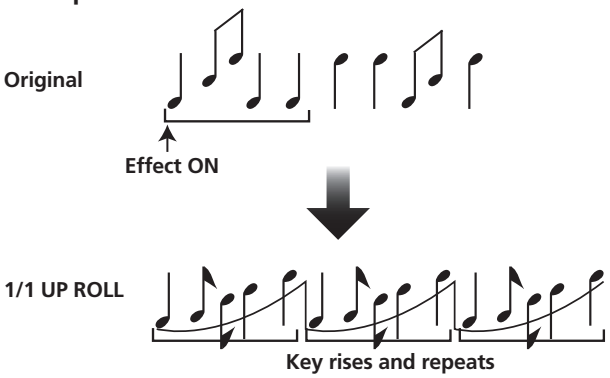
11 REVERSE ROLL
Records sounds at 1/16, 1/8, 1/4, 1/2, 1/1, 2/1, 4/1, 8/1, 16/1 beats and repeats them but in reverse order.

Example



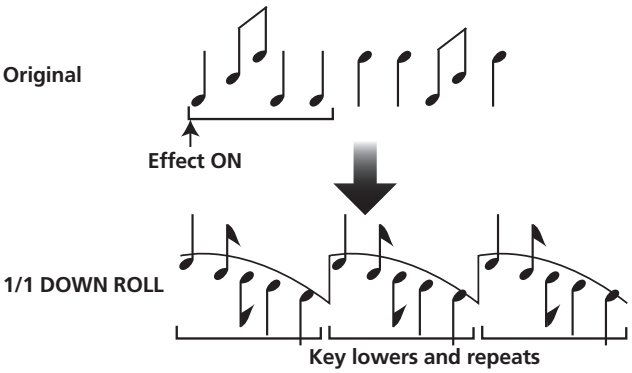
12 UP ROLL
Records sounds at 1/16, 1/8, 1/4, 1/2, 1/1, 2/1, 4/1, 8/1, 16/1 beats, and plays them repeatedly while continuously raising their pitch/key.

Example



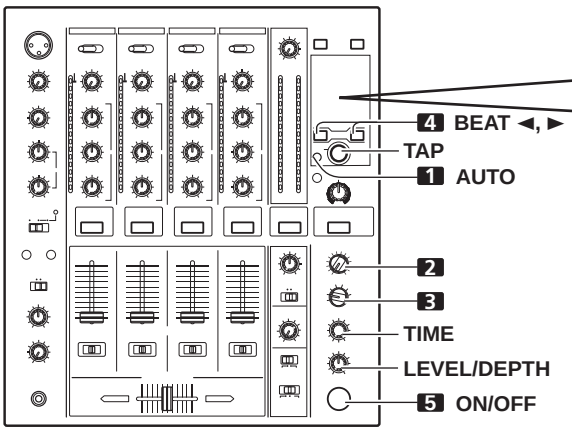
13 DOWN ROLL
Records sounds at 1/16, 1/8, 1/4, 1/2, 1/1, 2/1, 4/1, 8/1, 16/1 beats, and plays them repeatedly while continuously lowering their pitch/key.

Example



14 SEND/RETURN
By connecting a sampler or effector, a wide variety of other effects can be created.

PRODUCING BEAT EFFECTS



Display example

Effect Name: DELAY

Effect Channel Select: CH 1

BPM value: 120 BPM

Parameter 1: 500 ms

Beat multiple: 1/1

Beat effects allow the instant setting of effect times in synch with the BPM (beats per minute), thus allowing the production of a wide variety of effects in synch with the current rhythm, even during live performances.

1 Set BPM measuring mode to AUTO to measure BPM (beats per minute).

The BPM of the input music signal is detected automatically. Whenever power is first turned ON, the function defaults to the [**AUTO**] mode.

- In the event the track's BPM cannot be detected automatically, the display's BPM counter will flash.
- Measurable range: BPM=70 to 180.
  It may not be possible to measure some tracks accurately.
  In this case, press the **TAP** button and input the beat manually.

[Using the TAP Button for Manual BPM Input]

If the **TAP** button is tapped two times or more in synch with beat (1/4 notes), the BPM will be recorded as the average value recorded during that interval.

- When BPM mode is set to [**AUTO**], tapping the **TAP** button will cause the BPM mode to change to the TAP mode, and the interval at which the **TAP** button is pressed will be measured.
- When the BPM is set via the **TAP** button, the beat multiple becomes "**1/1**" (or "**4/1**", depending on the effect selected), and the time for 1 beat (1/4 notes) or 4 beats will be set as the effect time.
- If the **TIME** dial is rotated while depressing the **TAP** button, direct BPM can be set manually.
  If the **TIME** dial is rotated while holding the **TAP** button and **AUTO** buttons depressed, the BPM can be set in 0.1 units.

2 Set the effect selector to the desired effect.

- The display will show the name of the selected effect.
- See P. 16 to 17 for details regarding the various effects.

3 Set the effect channel selector to the channel you wish to apply the effect to.

- The selected channel lights in the display's channel name area.
- If [**MIC**] is selected, the effect will be applied to both microphone 1 and microphone 2.

4 Press the BEAT button (◄, ►) to select the beat multiple to which the effect is to be synchronized.

- When ► is pressed, the beat count calculated from the BPM is doubled, and when ◄ is pressed, the beat count calculated from the BPM is halved (some effects also allow "**3/4**" setting).
- The multiple of the selected beat (parameter 1 position) is displayed in seven sections on the display (see P. 12).
- The effect time corresponding to the beat's multiple is set automatically.

Example: When BPM = 120
1/1 = 500 ms
1/2 = 250 ms
2/1 = 1 000 ms

5 Set the ON/OFF button to ON to enable the effect.

- Each time the button is pressed, the effect alternates ON/OFF (whenever power is first turned ON, the function defaults to OFF).
- The **ON/OFF** button flashes when the effect is ON.

Parameter 1

Rotating the **TIME** (**PARAMETER 1**) dial adjusts the temporal parameter (time) for the selected effect. (With some effects, this is used for adjustments other than time parameters.)
See P. 20 for details regarding the effect on parameter 1 of rotating the **TIME** (**PARAMETER 1**) dial.

Parameter 2

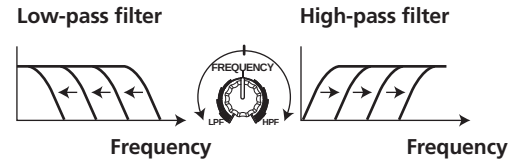
Rotating the **LEVEL/DEPTH** (**PARAMETER 2**) dial adjusts the quantitative parameter for the selected effect.
See P. 20 for details regarding the effect on parameter 2 of rotating the **LEVEL/DEPTH** (**PARAMETER 2**) dial.

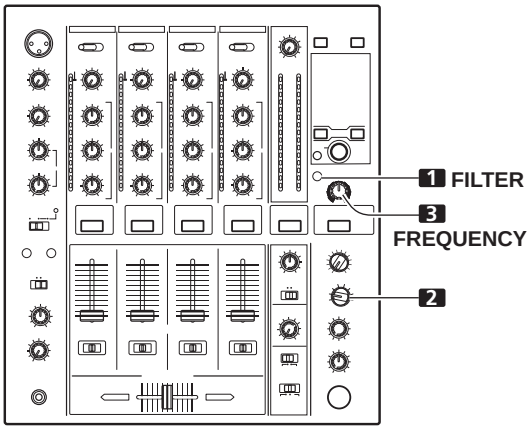
MANUAL FILTER OPERATION

1 MANUAL FILTER

The filter frequency is shifted, resulting in strong changes to the tone.

Rotating the dial to the right produces high-pass filter effects, while rotating the dial to the left produces low-pass filter effects.





The manual effecter is linked to the **FREQUENCY** dial. The output sounds of the manual effecter become the input sounds for the beat effect.

- When the beat effect type is set to ROLL, REVERSE ROLL, UP ROLL, or DOWN ROLL, the beat effect's output sound becomes the input sound for the manual effecter.

1 Press the FILTER button so that it flashes.
- Confirm that the **FILTER** button flashes steadily.
- When it lights, press the button so that it flashes. Each time the button is pressed, it alternates between flashing and lighting steadily.
- When power is first turned ON, defaults to steadily lighted.

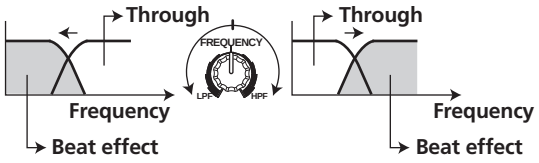
2 Use the effect channel select switch to choose the channel to which you wish to apply the effects.
- The name of the selected channel will appear in the display's channel name section.
- When [**MIC**] is selected, the effect will be applied to both microphone 1 and microphone 2.

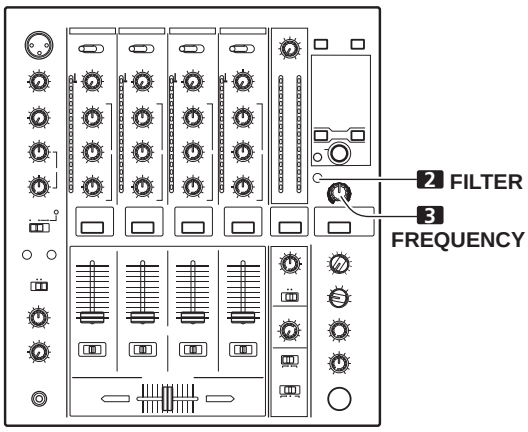
3 Use the FREQUENCY dial to adjust the filter's cutoff frequency.
- Rotate counterclockwise to apply a low-pass filter.
- Rotate clockwise to apply a high-pass filter.

EFFECT FREQUENCY FILTER OPERATION

1 Effect frequency filter

Sets the filter's cutoff frequency, allowing the beat effect to be applied to a desired frequency band alone.





The effect frequency filter is linked to the **FREQUENCY** dial. The beat effect is applied only to the selected frequency band.

- The function is not supported when SEND/RETURN is selected as the type of beat effect.

1 Press the FILTER button so that it lights.
- Confirm that the **FILTER** button lights steadily.
- When flashing, press the button so that it lights. Each time the button is pressed, it alternates between flashing and lighting steadily.
- When power is first turned ON, defaults to steadily lighted.

2 Operate the beat effect.
- For details, see page 18.

3 Use the FREQUENCY dial to select the frequency to which you wish to apply the beat effect.
- Rotate counterclockwise to apply the effect to low-range sounds only. High-frequency sounds are set to through.
- Rotate clockwise to apply the effect to high-range sounds only. Low-frequency sounds are set to through.

EFFECT PARAMETERS

Beat Effect (*1)

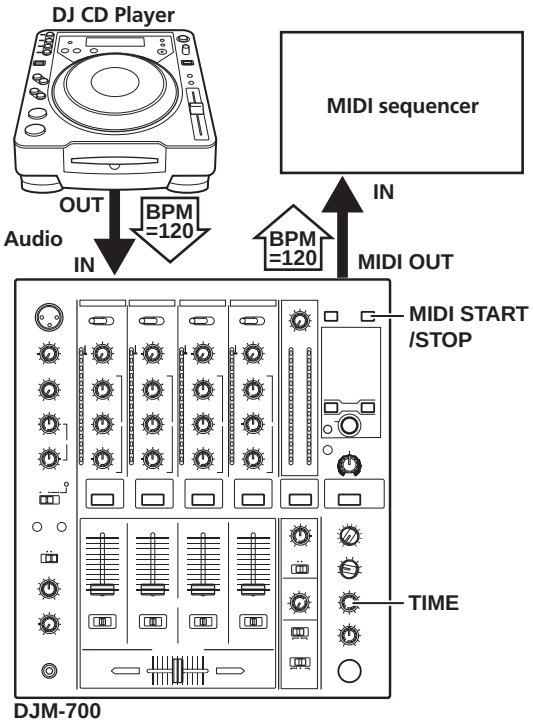
Name	Beat Switch Parameter	Parameter 1 (TIME dial)		Parameter 2 (LEVEL/DEPTH dial) contents
		Contents	Setting Range (unit)	
1 DELAY	Sets delay time of 1/8 to 16/1 per 1 beat of BPM time.	Sets delay time.	1 to 4 000 (ms)	Sets balance between original and delay sound.
2 ECHO (*2)	Sets delay time of 1/8 to 16/1 per 1 beat of BPM time.	Sets delay time.	1 to 4 000 (ms)	Sets balance between original sound and echo sound.
3 TRANS	Sets cut time of 1/16 to 16/1 per 1 beat of BPM time.	Sets effect time.	10 to 16 000 (ms)	Sets balance between original sound and effect sound.
4 FILTER	Cycle of cutoff frequency shift is set in unit of 1/4 to 64/1 relative to 1 beat of BPM.	Sets cycle for cutoff time shift.	10 to 32 000 (ms)	Amount of effect increases when dial is turned clockwise.
5 FLANGER	Cycle of flanger shift is set in units of 1/4 to 64/1 relative to 1 beat of BPM.	Sets cycle for flanger effect shift.	10 to 32 000 (ms)	Amount of effect increases when dial is turned clockwise. When dial is turned fully counterclockwise, only original sound is output.
6 PHASER	Cycle of phaser effect shift is set in units of 1/4 to 64/1 relative to 1 beat of BPM.	Sets cycle for phase effect shift.	10 to 32 000 (ms)	Amount of effect increases when dial is turned clockwise. When dial is turned fully counterclockwise, only original sound is output.
7 REVERB (*2)	Amount of reverberation is set from 1 % to 100 %.	Sets amount of reverberation effect.	1 to 100 (%)	Sets balance between original sound and effect sound.
8 ROBOT	Sets pitch of robot sound effect within range of –100 % to +100 %.	Sets pitch of robot sound effect.	–100 to +100 (%)	Amount of effect increases when dial is turned clockwise.
9 CRUSH	Cycle of crush effect movement is set to 1/4 to 64/1 relative to a single beat of BPM.	Sets cycle for crush effect shift.	10 to 32 000 (ms)	Amount of effect increases when dial is turned clockwise. When dial is turned fully counterclockwise, only original sound is output.
10 ROLL (*2)	Effect time is set as 1/16 to 16/1 relative of 1 beat of BPM.	Sets effect time.	1 to 4 000 (ms)	Sets balance of original sound and roll sound.
11 REVERSE ROLL (*2)	Effect time is set as 1/16 to 16/1 relative of 1 beat of BPM.	Sets effect time.	1 to 4 000 (ms)	Sets balance of original sound and roll sound.
12 UP ROLL (*2)	Effect time is set as 1/16 to 16/1 relative of 1 beat of BPM.	Sets effect time.	1 to 4 000 (ms)	Sets balance of original sound and roll sound.
13 DOWN ROLL (*2)	Effect time is set as 1/16 to 16/1 relative of 1 beat of BPM.	Sets effect time.	1 to 4 000 (ms)	Sets balance of original sound and roll sound.
14 SEND/ RETURN	—	—	—	Sets volume of RETURN input sound.

(*1) When the effect channel selector is set to [**CF.A**], [**CF.B**], or [**MASTER**], even if the effect monitor is turned ON, if the selected channel's sound is not output to the master output, the effect sound will not be heard.

(*2) When effect is disabled (OFF), the effect sound will not be heard, even if monitor is set to effector.

MIDI SETTINGS

MIDI is an acronym for “Musical Instrument Digital Interface” and refers to a protocol developed for the exchange of data between electronic instruments and computers.
A MIDI cable is used to connect components equipped with MIDI connectors to enable the transmission and receipt of data.
The DJM-700 uses the MIDI protocol for transmitting data about component operation and BPM (timing clock).



SYNCHRONIZING AUDIO SIGNALS TO EXTERNAL SEQUENCER, OR USING DJM-700 INFORMATION TO OPERATE AN EXTERNAL SEQUENCER

1 **Use a commercially available MIDI cable to connect the DJM-700s MIDI OUT connector to the MIDI sequencer’s MIDI IN connector.**
   - Set the MIDI sequencer’s synch mode to “Slave”.
   - MIDI sequencers that do not support MIDI timing clock cannot be synchronized.
   - Synch may not be achieved if the track’s BPM cannot be detected and measured stably.
   - BPM values set with the TAP mode can also be used to output the timing clock.

2 **Press the MIDI START/STOP button.**
   - The MIDI timing clock output range is 40 to 250 BPM.

[MIDI Channel Setting]

The MIDI channel (1 to 16) can be set and stored in memory.

1 **While holding the MIDI START/STOP button depressed, set the power switch to ON.**
   - The display will show [**CH SET**] and the unit will enter the MIDI setting mode.

2 **Rotate the TIME dial to select the MIDI channel.**

3 **Press the MIDI START/STOP button.**
   - Records MIDI channel. During recording of channel, [**SAVE**] indicator flashes.
   - When recording of channel is completed, [**END**] is displayed.

4 **Set power to OFF.**

MIDI MESSAGES

Category	Switch Name	Switch Type	MIDI Message						Commnets
			MSB			LSB			
CH1	HI	VR	Bn	02	dd				0 to 127
	MID	VR	Bn	03	dd				0 to 127
	LOW	VR	Bn	04	dd				0 to 127
	CUE	BUTTON	Bn	46	dd				OFF=0, ON=127
	FADER	VR	Bn	11	dd				0 to 127
	CF ASSIGN	SW	Bn	41	dd				0, 64, 127
CH2	HI	VR	Bn	07	dd				0 to 127
	MID	VR	Bn	08	dd				0 to 127
	LOW	VR	Bn	09	dd				0 to 127
	CUE	BUTTON	Bn	47	dd				OFF=0, ON=127
	FADER	VR	Bn	12	dd				0 to 127
	CF ASSIGN	SW	Bn	42	dd				0, 64, 127
CH3	HI	VR	Bn	0E	dd				0 to 127
	MID	VR	Bn	0F	dd				0 to 127
	LOW	VR	Bn	15	dd				0 to 127
	CUE	BUTTON	Bn	48	dd				OFF=0, ON=127
	FADER	VR	Bn	13	dd				0 to 127
	CF ASSIGN	SW	Bn	43	dd				0, 64, 127
CH4	HI	VR	Bn	51	dd				0 to 127
	MID	VR	Bn	5C	dd				0 to 127
	LOW	VR	Bn	52	dd				0 to 127
	CUE	BUTTON	Bn	49	dd				OFF=0, ON=127
	FADER	VR	Bn	14	dd				0 to 127
	CF ASSIGN	SW	Bn	44	dd				0, 64, 127
CROSS FADER	CROSS FADER	VR	Bn	0B	dd				0 to 127
FADER CURVE	CH CURVE	SW	Bn	5E	dd				0, 127
	CROSS CURVE	SW	Bn	5F	dd				0, 64, 127
MASTER	MASTER LEVEL	VR	Bn	18	dd				0 to 127
	BALANCE	VR	Bn	17	dd				0 to 127
	CUE	BUTTON	Bn	4A	dd				OFF=0, ON=127
BOOTH	MONITOR	VR	Bn	19	dd				0 to 127
FILTER	FILTER	BUTTON	Bn	54	dd				OFF=0, ON=127
	FREQUENCY	VR	Bn	05	dd				0 to 127

Category	Switch Name	Switch Type	MIDI Message						Commnets
			MSB			LSB			
EFFECT	BEAT LEFT	BUTTON	Bn	4C	dd				OFF=0, ON=127
	BEAT RIGHT	BUTTON	Bn	4D	dd				OFF=0, ON=127
	AUTO/TAP	BUTTON	Bn	45	dd				OFF=0, ON=127
	TAP	BUTTON	Bn	4E	dd				OFF=0, ON=127
	CUE	BUTTON	Bn	4B	dd				OFF=0, ON=127
	EFFECT KIND	SW	Cn	pc					See "PROGRAM CHANGE" below.
	CH SELECT	SW	Cn	pc					
	TIME	SW	Bn	0D	MSB	Bn	2D	LSB	PARAMETER 1 value; FLANGER, PHASER, FILTER, CRUSH changed to 1/2 value; minus values are converted to positive.
	LEVEL/DEPTH	VR	Bn	5B	dd				0 to 127
	EFFECT ON/OFF	BUTTON	Bn	40	dd				OFF=0, ON=127
MIC	HI	VR	Bn	1E	dd				0 to 127
	LOW	VR	Bn	1F	dd				0 to 127
(FADER START)	FADER START 1	BUTTON	Bn	58	dd				OFF=0, ON=127
	FADER START 2	BUTTON	Bn	59	dd				OFF=0, ON=127
(HEAD PHONES)	MIXING	VR	Bn	1B	dd				0 to 127
	LEVEL	VR	Bn	1A	dd				0 to 127
MIDI	START	BUTTON	FA						
	STOP	BUTTON	FC						

PROGRAM CHANGE

MSB		LSB					
0	0	EFFSEL2	EFFSEL1	EFFSEL0	EFFCH2	EFFCH1	EFFCH0

• EFFECT SEL BEAT

EFFSEL2	EFFSEL1	EFFSEL0	
0	0	1	DELAY
0	1	0	ECHO
1	0	0	TRANS
1	1	0	FILTER
1	0	1	FLANGER
1	1	1	PHASER
0	1	1	REVERB
—	—	—	ROBOT
—	—	—	CRUSH
—	—	—	ROLL
—	—	—	REV ROLL
—	—	—	UP ROLL
—	—	—	DWNROLL
—	—	—	SND/RTN
0	0	1	1
0	1	0	2
0	1	1	3
1	0	0	4
1	0	1	MIC
1	1	0	CF.A
1	1	1	CF.B
—	—	—	MASTER

SNAPSHOT

Once the DJM-700 is setup with parameters for a given purpose, that set of parameters can be recorded as a snapshot. When snapshot of the current status is recorded, all messages for control change and program change are transmitted. Hold the **MIDI START/STOP** button depressed to send the snapshot.

MIDI ON/OFF

Use the **MIDI ON/OFF** button to control whether the MIDI control signal is generated. The default condition is MIDI OFF. Even when MIDI OFF is selected, however, timing clock and snap shot functions are supported.

TROUBLESHOOTING

Incorrect operations are often mistaken for trouble and malfunctions. If you think there is something wrong with this component, check the points below. Sometimes the trouble may originate from another component. Thus, also check the other electrical appliances also in use.
If the trouble cannot be rectified even after checking the following items, contact your dealer or nearest PIONEER service center.

Symptom	Possible Cause	Remedy
No power	• The power cord has not been connected.	• Connect to power outlet.
No sound, or sound volume is too low.	• Input selector is set incorrectly. • Connection cables are connected incorrectly, or connections are loose. • Jacks or plugs are dirty. • The rear panel master output attenuator switch (**MASTER ATT**) is set to –6 dB, etc.	• Set input selector to playback component. • Connect correctly. • Clean soiled jacks/plugs before connecting. • Adjust rear panel master attenuator switch (**MASTER ATT**).
No digital output.	• The digital output sampling frequency (fs) does not match the specifications of the connected component.	• Set rear panel sampling frequency selector to match the specifications of the connected component.
Sound is distorted.	• Master output level is too high. • Input level is too high.	• Adjust master output level (**MASTER LEVEL**) dial or the rear panel master output attenuator (**MASTER ATT**) switch. • Adjust the **TRIM** dial so that the input level approaches 0 dB on the channel level indicator.
Cross fader doesn't work.	• **CROSS FADER ASSIGN** switch setting ([**A**], [**THRU**], [**B**]) is incorrect.	• Correctly set the **CROSS FADER ASSIGN** switch for the desired channel.
Can't perform fader start with CD player.	• The **FADER START** button is set to OFF. • Rear panel **CONTROL** jack is not connected to CD player. • Only the rear panel **CONTROL** jack is connected to the CD player.	• Set the **FADER START** button to ON. • Use a control cable to connect the **CONTROL** jacks of mixer and CD player. • Connect both the **CONTROL** jacks and analog input connectors.
Effects don't work.	• Effect channel selecter setting is incorrect. • Effect parameter 2 adjust dial (**LEVEL/DEPTH**) is set to [**MIN**].	• Correctly select the channel on which you wish to apply effects. • Adjust the effect parameter 2 adjust dial (**LEVEL/DEPTH**).
External effector doesn't work.	• Effect selecter is not set to [**SND/RTN**]. • Effector is not connected to rear panel **SEND/RETURN** connector. • Effect channel selector is set to incorrectly.	• Set effect selector to [**SND/RTN**]. • Connect effector to the rear panel **SEND/RETURN** connectors. • Use the effect channel selector to select the audio source to which you wish to apply the effects.
Sound from external effector is distorted.	• Input level from external effector is set too high.	• Lower the output level of the external effector.
BPM can't be measured. Measured BPM value is incorrect.	• Input level is too high, or too low. • BPM may not be correctly measurable with some tracks.	• Adjust the **TRIM** dial so that the input level approaches 0 dB in the channel level indicator. • Adjust other channels as well so that the input levels approach 0 dB in the channel level indicator. • Strike the **TAP** button to set BPM manually.
The measured BPM value is different from the value published with the CD.	• Some differences may occur due to differences in BPM detection methods.	• No remedy is necessary.
MIDI sequencer can't be synchronized.	• MIDI sequencer's synch mode is not set to "slave". • MIDI sequencer is not supported type.	• Set MIDI sequencer's sync mode to "slave". • MIDI sequencers that do not support MIDI timing clock cannot be synchronized.

Static electricity or other external interference may cause the unit to malfunction. To restore normal operation, turn the power off and then on again.

SPECIFICATIONS

1 General

Power source ..... AC 220 V to 240 V, 50 Hz/60 Hz
Power consumption ..... 33 W
Operating temperature ..... +5 °C to +35 °C
Operating humidity ..... 5 % to 85 % (without condensation)
Weight ..... 6.6 kg
Maximum dimensions
..... 320 mm (W) x 378.4 mm (D) x 107.9 mm (H)

2 Audio section

Sampling rate ..... 96 kHz
A/D, D/A converter ..... 24 bits
Frequency response
LINE ..... 20 Hz to 20 kHz
MIC ..... 20 Hz to 20 kHz
PHONO ..... 20 Hz to 20 kHz (RIAA)
Standard input level/Input impedance
PHONO 2 to 4 ..... –52 dBu/47 kΩ
MIC 1, MIC 2 ..... –52 dBu/22 kΩ
LINE, LINE/CD 1 to 4 ..... –12 dBu/22 kΩ
RETURN ..... –12 dBu/47 kΩ
Standard output level/Load impedance/Output impedance
MASTER 1 ..... +8 dBu/10 kΩ/22 Ω or less
MASTER 2 ..... +2 dBu/10 kΩ/10 Ω
REC ..... –8 dBu/10 kΩ/10 Ω
BOOTH ..... +2 dBu/10 kΩ/22 Ω
SEND ..... –12 dBu/10 kΩ/1 kΩ
PHONOS ..... +8.5 dBu/32 Ω/22 Ω or less
Rated output level/Load impedance
MASTER 1 ..... +25 dBu/10 kΩ
MASTER 2 ..... +20 dBu/10 kΩ
Channel equalizer response
HI ..... –26 dB to +6 dB (13 kHz)
MID ..... –26 dB to +6 dB (1 kHz)
LOW ..... –26 dB to +6 dB (70 Hz)
Microphone equalizer response
HI ..... –12 dB to +12 dB (10 kHz)
LOW ..... –12 dB to +12 dB (100 Hz)

3 Input/output connector systems

PHONO input connectors
RCA pin jacks 3
CD input connectors
RCA pin jacks 2
LINE input connectors
RCA pin jacks 3
MIC input connectors
XLR connector 1
Phone jack (Ø6.3 mm) 1
RETURN input connectors
Phone jacks (Ø6.3 mm) 1
MASTER output connectors
XLR connectors 1
RCA pin jacks 1
BOOTH output connectors
RCA pin jacks 1
REC output connectors
RCA pin jacks 1
SEND output connectors
Phone jacks (Ø6.3 mm) 1
DIGITAL coaxial output connector
RCA pin jack 1
MIDI OUT connector
5P DIN 1
PHONES output connector
Stereo phone jack (Ø6.3 mm) 1
CONTROL connector
Mini phone jacks (Ø3.5 mm) 2

4 Accessories

Operating Instructions 1

Specifications and appearance are subject to change without notice.

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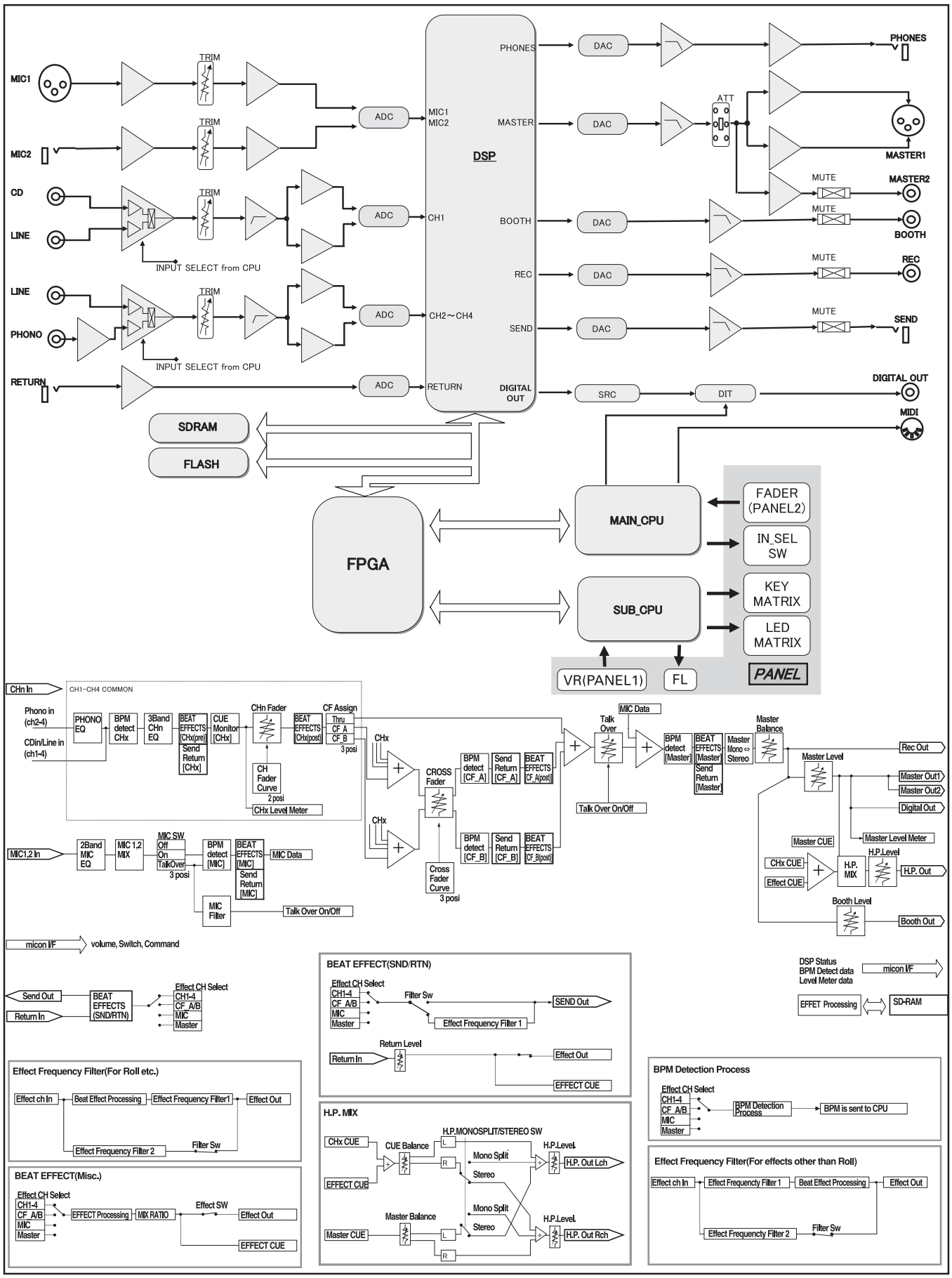
原理框图 / BLOCK DIAGRAM



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